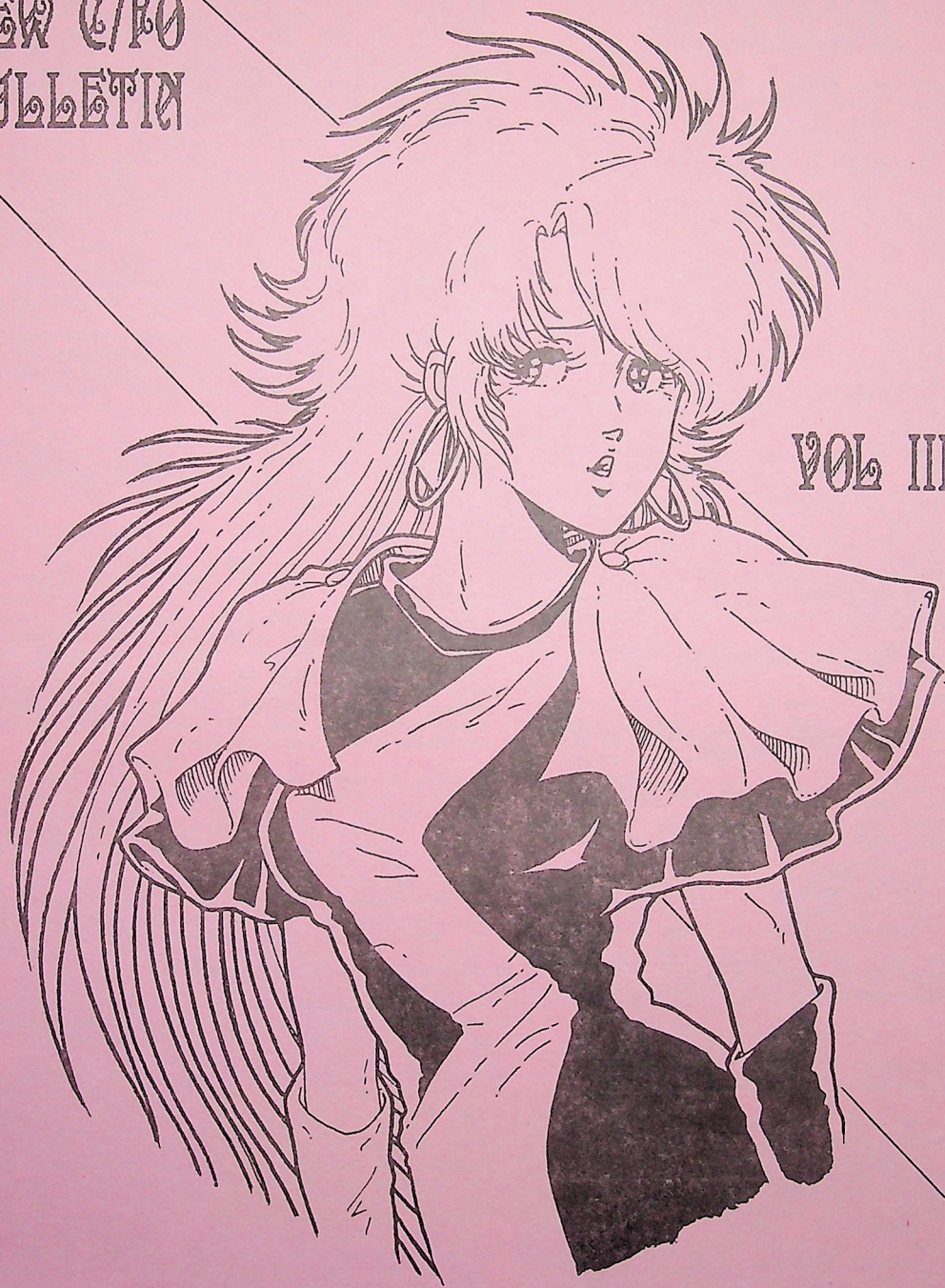


NEW C/O
BULLETIN

VOL III NO 1



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NEW C/FO BULLETIN

Volume III, No. 1
(Whole No. 75)

January-March 1987

An Official Publication of the

CARTOON/FANTASY ORGANIZATION
401 South La Brea Ave
Inglewood, CA 90301

Cover Art by Stephen Sandoval

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C/FO MEMBERSHIPS

* General C/FO Dues are now \$12.50 a year, make checks *
* and money orders payable to the "Cartoon/Fantasy *
* Organization" and send with a membership form or with *
* your name, address, phone number, and anime interests *
* to: *
* Cartoon/Fantasy Organization *
* Attn: New Membership *
* 401 S. La Brea Ave *
* Inglewood, CA 90301 *
* THE C/FO SHALL NOT BE RESPONSIBLE FOR CASH OR FOR *
* MEMBERSHIPS SENT TO ANY OTHER ADDRESS!!! *

NEW C/FO BULLETIN STAFF

Editor: Randall S. Stuke
Submissions Editor: Robert W. Gibson
Printing/Distribution Coordinator: Fred Patten

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INTRODUCTION

Welcome to the first quarterly issue of the NEW C/FO BULLETIN! It is coming out about 6 weeks later than expected, but with almost 3 times the material --- this issue was supposed to be the same (small) size as the two MINI-BULLETINS the C/FO put out last year, but thanks to THE CROWN PRINTS (the SCA press in California that has printed the now-defunct C/FO MAGAZINE all these years) we are able to bring you this full-size bulletin!

While the major purpose of this publication is to pass along club news and information, we hope to strike a balance between club news and information and anime information, something neither the old C/FO BULLETIN or the C/FO MAGAZINE really did very well. The old C/FO BULLETIN published lots of club news and information but very little on anime. Some people found it boring and the C/FO MAGAZINE replaced it. The C/FO MAGAZINE went to the opposite extreme, lots of information on anime and as little as possible on the club itself. The NEW C/FO BULLETIN, at least as long as it is under our editorship, will aim for a good mix. The C/FO's bylaws, however, do REQUIRE that certain items of club business be printed herein and those items legally have priority over everything else.

The NEW C/FO BULLETIN is actively soliciting anime articles, anime news, fan fiction, artwork, translations, etc. Please send good photocopies (NOT THE ORIGINALS) of your work to the following address:

NEW C/FO BULLETIN
c/o Robert W. Gibson
6527 Chapel Forest
San Antonio, TX 78239

Perfection is not required. The NEW C/FO BULLETIN is a fan publication, folks, we do not expect to print perfectly correct information or translations with perfect grammar and spelling. A few people in this organization seem to believe that no information is better than information that stands the slightest chance of being somewhat incorrect. The editors of this publication, however, strongly believe that any fairly accurate information printed today is better than nearly perfect information printed next month or next year!

Speaking of perfection, there is no such thing as a "perfect" translation --- especially when we're talking about languages with as little in common as Japanese and English. A few of the C/FO's translators, however, believe otherwise and glory in rudely pointing out every mistake they (think they) see in another translator's work. The staff of the NEW C/FO BULLETIN will have none of this nonsense. Translation corrections will be printed only as suggestions or notes (e.g. "John Doe believes 'He is here' should have been translated 'He is over there'"), the actual letter (rude or otherwise) pointing out the error will not be published!

Finally, C/FO-San Antonio, at its December meeting (when it was still running the entire C/FO) passed the following resolution concerning the staff of the C/FO MAGAZINE:

On behalf of the entire Cartoon/Fantasy Organization, we would like to officially thank Kurt Black and his staff, Jane McGuire, Bill Wilson, and Vaunda Perry, for the many hours of hard work that they have devoted to making the C/FO MAGAZINE the best anime fanzine that they could produce. In an ideal world, Kurt and company would still be producing the C/FO MAGAZINE, but for various personal and C/FO political reasons, Kurt and his staff are stepping down. Neither Kurt nor his staff can be replaced and their decision to step down is a loss for the C/FO as a whole. We wish Kurt, Jane, Bill, and Vaunda the best of luck in all their future endeavors and hope that someday they will be able to look back on the past few years with memories of only the good that they did.

PRESIDENT'S MESSAGE

Dear C/FO Members,

For the benefit of those of you who don't know me, I would like to introduce myself to each of you who are reading this letter. My name is Mark D. Keller. I am the founder and president of the Hayward C/FO chapter in Hayward, California. The Hayward C/FO chapter has been in business now for over 3 years. We now have just about 20 C/FO members in the chapter and it seems that we continue to grow each day. Before I go any further in this letter, I would like to thank each of you for your vote and electing me to be your new C/FO President. I feel that I have just begun to earn the title of this office. Having been elected to any office in the C/FO or any other club must never be confused with keeping it. The title of an office must be earned every day, year in, year out.

Now, let's get down to business. As your club President, I am now going to help pull this organization back together again by setting a very good example for others to follow. Thanks to Bill Spurlock of the C/FO-Atlanta chapter, Robert Gibson and Randall Stuke of the C/FO-San Antonio chapter, and Fred Patten of the C/FO-Los Angeles chapter, all of the vacant offices have now been filled and are now waiting to be approved by the C/FO Board of Directors. Here are the names of the C/FO members that I have appointed to fill the vacant offices.

C/FO DIRECTOR:

Bill Spurlock
1364 Benning Place #2
Atlanta, GA 30307

C/FO VICE PRESIDENT:

Robert Gibson
6527 Chapel Forest
San Antonio, TX 78239

C/FO SECRETARY:

David Merrill
3314 Ann Rd
Smarna, GA 30080

C/FO MEMBERSHIP SECRETARY:

Scott Weikert
6440 Akers Mill Rd
Atlanta, GA 30339

C/FO HISTORIAN/ARCHIVIST

Fred Patten
11863 West Jefferson Blvd
Culver City, CA 90230

By the time all of you read this letter, I'm sure that the C/FO members listed above will have been approved by the C/FO Board of Directors. I now have a tentative crew to put out a new club magazine. We have only a few more things to work out. I will let all of you know what takes place with the new club magazine. It won't be long now. That's about all for now. Till next letter, Take care and Happy New Year.

Sincerely yours,

Mark D. Keller
C/FO President

CHAIRMAN'S REPORT

Hello again everyone!

I'm typing this report with two hats this time. As chairman of the C/FO-San Antonio Select Committee on C/FO Elections, I'll be reporting the complete results of the 1986 C/FO elections and as newly elected chairman of the C/FO Board of Directors, I'll be reporting on the actions the Board has taken since the beginning of the year. I'll bet you're thinking of skipping this boring stuff and finding something on anime. I can't really blame you, but before you go I'd like to urge you to read the article on the C/FO's bylaws in this bulletin! The Bylaws give the club an entirely different structure than it had before, and this article tries to explain the most important points --- at least as far as an average member is concerned.

For those few of you still with me, here are the complete results of the 1986 C/FO Elections:

■ The 1986 C/FO election ballots were counted on Saturday, November 15, 1986 at Dallas Fantasy Fair. Scott Frazier, Jack Thielepape, and Ed Sevcik served as tellers.

■ A total of 138 ballots were received, of these 33 were voided due to lack of a return address and one was voided because it came from a non-member, leaving 104 valid ballots to be counted. As 360 ballots were mailed out, 38.3 percent of the membership voted and 28.8 percent of the membership returned valid ballots. This is about an average response for an organization of this type.

■ MARK KELLER was elected general C/FO President. The vote tally was as follows:

MARK KELLER	70 votes
Alvin Ronfeldt	27 votes
None of the Above	4 votes
Invalid (void) votes	2 votes
Write-ins:	
Michael Burgess	1 vote

■ NONE OF THE ABOVE received the most votes for general C/FO Vice-President (there were no candidates), the position will be filled by appointment of the President (with the approval of the Board of Directors). The vote tally was as follows:

NONE OF THE ABOVE	36 votes
Invalid (void) votes	6 votes
Write-ins:	
Barbara Edmunds	5 votes
Fred Lee Cain	1 vote
Robert Gibson	1 vote
Mark Keller	1 vote
Mary Kennard	1 vote
Fred Patten	1 vote
Revell Walker	1 vote

■ NONE OF THE ABOVE received the most votes for general C/FO Secretary (there were no candidates), the position will be filled by appointment of the President (with the approval of the Board of Directors). The vote tally was as follows:

NONE OF THE ABOVE	34 votes
Invalid (void) votes	9 votes
Write-ins:	

Robert Gibson	3 votes
Scott Frazier	2 votes
Ted Delorme	1 vote
David Doering	1 vote
James Hudnall	1 vote
David Stowell	1 vote
Randall Stukey	1 vote

■ RAYMOND ELLIOTT was elected general C/FO Treasurer. The vote tally was as follows:

RAYMOND ELLIOTT	62 votes
Brian Jordan	38 votes
Invalid (void) votes	2 votes
None of the Above	1 vote

■ The proposed Bylaws were approved and are now the governing document of the general C/FO. The vote tally was as follows:

YES	103 votes
No	1 vote

■ The resolution providing for reimbursement of the expenses incurred by Mark Merlino and Ken Sample in running the abortive 1985 elections was approved. The vote tally was as follows:

YES	92 votes
No	10 votes

■ The resolution instructing the Board of Directors to study the advantages and disadvantages of incorporation was approved. The vote tally was as follows:

YES	86 votes
No	18 votes

Quickly changing hats, the Board of Directors has elected its own officers, as follows:

BOARD CHAIRMAN	
RANDALL S. STUKEY	4 votes

BOARD SECRETARY	
FRED PATTEN	3 votes
Barbara Edmunds	1 vote

The Board of Directors also approved the following resolutions:

■ RESOLUTION ESTABLISHING THE BOARD OF DIRECTORS APA
(Approved 3-0 (with one invalid vote))

RESOLVED THAT, the required Board of Directors apa shall be entitled C/FO SHOFTALK: THE BOARD OF DIRECTORS APA, shall be numbered beginning with Volume 11 Number 1 (the whole number shall also be listed and shall continue the sequence of the previous C/FO SHOFTALK which was run by Fred Patten), and shall be edited/compiled by the Chairman of the C/FO Board of Directors (hereafter referred to as the Chairman), who shall be responsible for the enforcement of the rules of common courtesy and any special rules of decorum that this board may from time to time establish. The Chairman shall make whatever printing and distribution arrangements are necessary and is authorized to draw such sums as are necessary for this purpose from the C/FO Treasury, provided that any issues other than those required to be printed at club expense by the C/FO bylaws and one copy for the C/FO archives are not printed and mailed at club expense except with the express permission of the board. All contributions for this apa are to be mailed directly to the Chairman and the return address to be used on all copies of the apa mailed out is to be the main address of the general C/FO. The Chairman may delegate his duties under this resolution to another C/FO member unless the Chairman's designee is objected to by the C/FO President or any two board members.

■ ITEMS TO BE INCLUDED IN THE NEW C/FO SHOFTALK
(Approved 4-0)

RESOLVED THAT, C/FO SHOFTALK: THE BOARD OF DIRECTORS APA, shall be solely for discussion of general C/FO and chapter business and shall not print newsletters, ads, or other items not pertaining directly to business matters in the judgement of the Chairman of the Board. The Chairman's decisions on these matters may be appealed to the entire board by any C/FO member directly involved in the decision. C/FO SHOFTALK shall contain a list of its recipients, a monthly treasury report, a complete monthly membership update, copies of all ballots the board uses to conduct its business and whatever business board members, general C/FO officers, and/or chapter representatives wish to discuss. All C/FO members contributing to this apa should be brief and to the point to help keep down publication and distribution costs. All contributions to C/FO SHOFTALK shall be polite and observe the rules of common courtesy and any special rules of decorum the board may from time-to-time establish and shall only argue issues not personalities (except as may be necessary when a person is being considered for appointment to an office or task); any contributions containing major or repeated violations of these standards shall not be printed but shall be returned to the author for revision.

■ PROVIDING COPIES OF THE FIRST THREE ISSUES OF C/FO-SHOFTALK TO ALL CHAPTERS
(Approved 4-0)

RESOLVED THAT, in the interests of re-establishing communication between the various chapters of the C/FO and the general C/FO, the Chairman of the Board is instructed to have copies of the first three issues of the new C/FO SHOFTALK sent to all full and provisional chapters of the C/FO through their chapter representative at general C/FO expense.

■ C/FO MEMBERSHIP CARDS
(Approved 4-0)

RESOLVED THAT, the Treasury is directed to pay up to \$75.00 for the printing of 1000 new C/FO membership cards, which are to be sent to all members with the next major club mailing after their completion and to all new members and renewing members thereafter.

■ C/FO CHAPTER CERTIFICATES
(Approved 4-0)

RESOLVED THAT, the Treasury is directed to pay up to \$10.00 for the printing of 50 Chapter Certificates, which are to be sent to all current chapters and to all chapters hereafter certified as full chapters by the Vice-President.

■ C/FO OPERATING FUNDS
(Approved 4-0)

RESOLVED THAT, the Treasurer is directed to repay any and all normal operating expenses of the C/FO, provided receipts are presented; and with the approval of the Chairman of the Board or the general C/FO President, may advance reasonable sums for such purposes to those charged with performing such duties who cannot afford to pay for these items themselves and await repayment by the Treasury, provided that no further advancement to any person is made until all funds already advanced to that person have been properly accounted for and receipts provided to the Treasury. Only the following items shall be considered normal expenses of the C/FO: postage and other costs to answer club mail, to forward club mail and/or copies thereof to club officials, to make such mailings as are specifically required of individual club officers by the bylaws of the general C/FO and to mail out BAYCON books and other new member materials to new members; printing costs to print information flyers on the C/FO to be used in answering club mail, funding for the

printing and mailing of C/FO SHOFTALK: THE BOARD OF DIRECTORS APA, and funding for any resolution that requires funding approved in accordance with the Bylaws of the general C/FO.

■ ESTABLISHING THE MINOR OFFICE OF ARCHIVIST (Approved 4-0)

RESOLVED THAT, as permitted by Article V Section 6e of the bylaws, the minor office of Archivist is hereby established with the duties described in Article V Section 6e and Fred Patten is appointed to the minor office to serve at the pleasure of the Board. The Archivist is also authorized to place copies of such chapter newsletters and other items submitted voluntarily by chapters, special interest groups and others for the archives as well as such other material as the Archivist deems of interest in the archives and to provide copies thereof for C/FO members upon request; except in such cases as the item was donated to the archives with the express condition that it not be copied. No chapter or individual shall be compelled or pressured by the Archivist to donate material to the archives. While sending material to the Archives may be used by the Vice-President as evidence that a chapter still exists and is active, failure to send material to the archives shall not be considered sufficient evidence that a chapter is no longer in existence.

■ CONTINUING RESOLUTION (Approved 4-0)

RESOLVED THAT, unless ruled as not being in compliance with the new bylaws by the Chairman of the Board, or by the Board of Directors as a whole, all general clubs activities and procedures shall continue to be performed as they have been until such time as they are modified or eliminated by a resolution approved by the general C/FO in accordance with the bylaws.

As there were only four members of the C/FO Board of Directors in office at the time these resolutions were approved, most of these actions were taken unanimously.

Mark Keller's appointments arrived and a vote was taken by phone. All of Mark Keller's appointments were approved with the proviso that the club receive a letter from each appointee accepting the appointment. The votes for each appointee were as follows.

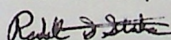
Bill Spurlock (Director)	Approved 4-0
Robert Gibson (Vice-President)	Approved 4-0
David Merrill (Secretary)	Approved 3-2
Scott Weikert (Membership Secretary)	Approved 4-0

(The vote for Secretary was tied 2-2 --- because two Board members thought it irresponsible to vote for someone that they did not know, for sure, wanted the job --- and our newly confirmed 5th Director, Bill Spurlock voted to break the tie.)

One final note, although the C/FO needs your input if we are to ever really accomplish anything, what this club really needs is a few more people willing and able to do some of the work of turning good ideas into reality! The small group of really active members we have today is simply not a large enough group to do much of anything! We need more ACTIVE members!!

That's all the boring stuff for this issue. Until next time!

All the best,



Randall S. Stucky
Chairman,
C/FO Board of Directors

VICE PRESIDENT'S VIEWS

Hello, I'm Robert W. Gibson, C/FO Vice-President, and I'd like to take this opportunity to welcome all the new members to the Cartoon/Fantasy Organization. "Welcome" is a word often used in trivial terms to introduce new people to an already established group of people, but I'd like to make it much more; and with the aid of some of you more knowledgeable folks, I can. On the address update form some of you filled out last summer, some of you marked the "Welcome" blank, signifying you would be willing to help answer letters and inform the newcomers on your favorite anime programs. Now, I'd like to take you up on that gesture.

What I would like from each of you is a postcard or letter on which you list two or three anime TV shows or movies about which you think you know enough to aid in helping out the uninformed who might wish to know more about those programs. I also want a promise from each of you that you will try to do your best about answering promptly, since many of these information requests may have bounced around from one official to another for many months because no one knew how to answer. Phone numbers are optional because I know people don't like to be bothered at odd hours by people demanding information.

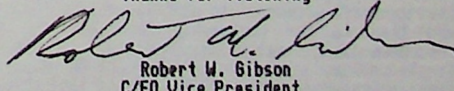
I realize that this seems like a great deal I ask of each of you, but it is important that new people be greeted in a manner which becomes us and shows that the C/FO DOES have a purpose and DOES have people who like anime enough to share their hobby with others. Do each of you remember when YOU first started watching this stuff? Do you remember how frustrating it was to sit in front of a GATCHAMAN, GUNDAM, or KIMBA episode and not know what was going on? I think most of you do and there is no reason why others should suffer the same frustration. This was one of the reasons the C/FO was formed and it has had trouble solving this information dissemination problem. Let's start solving it.

Just to show I'm in it with everyone else, anyone who wants to know more about either HOKUTO NO KEN ("FIST OF THE GREAT BEAR") or CATSEYE can contact me. My address is elsewhere in this bulletin.

Now, I'd like to address the problem of C/FO chapter relations. One of my duties as C/FO Vice President will be to keep track of chapters, old and new, and to encourage relations between chapters. I now extend an open invitation to all chapters. Get in touch with me! If you're having any problems (specifics, please) with meetings, animation, relations with the general C/FO, questions about your status, or questions about anime in general, don't hesitate to write. Please be as concise and specific about your problem or question. I'm here to help. And if you can, please enclose a SASE (self-addressed, stamped envelope). It will speed up your reply.

And to all those chapters who have, for one reason or another, disbanded or just lost interest in the "bureaucracy" of the general C/FO, I ask you to get in touch with me. Let's see if we can work out the problems. We'd sure hate to lose you.

Thanks for listening



Robert W. Gibson
C/FO Vice President

THE BYLAWS IN ENGLISH

by Randall S. Stucky

Although the C/FO's Bylaws were approved 103 to 1 in the 1986 elections, I really doubt whether many of our members read and understood the entire document. It was, after all, long, complex, and extremely BORING. The purpose of this article is to explain those provisions of the Bylaws that directly affect members and chapters. (This article was originally planned as a two-part article, however, the promise of an interesting (but long) anime article for the second issue prompted me to include it all in one issue and get the boring stuff out of the way.)

GENERAL C/FO MEMBERSHIP:

The effects on members of the general C/FO are defined in Article III, the article on membership. The major points are:

Memberships do not become effective until received by the Membership Secretary. Therefore, if you join at a chapter meeting by giving the general C/FO dues to a chapter officer to send in, you will not officially be a member until that officer sends in a check/money order for the dues along with your name and address to the Membership Secretary AND the Membership Secretary actually receives them. This will have little effect, except perhaps in chapters that charge different dues/donations based on whether or not you are currently a member of the C/FO.

Memberships cannot be backdated, they are effective the date they are received by the Membership Secretary, NOT THE DATE YOUR MEMBERSHIP EXPIRED TWO OR THREE MONTHS AGO. If you wish your membership to be continuous, YOU MUST RENEW ON TIME! NO EXCEPTIONS CAN BE MADE.

So long as the C/FO-SAN ANTONIO folks are maintaining the computerized membership list and printing the mailing labels, a member's OFFICIAL expiration date will be printed on the mailing label (on the name line at the far right) as a four digit number. The first two digits will be the year in which the membership expires and the second two digits will be the month (number) at the end of which the membership expires. For example, "8702" would mean "membership expires on the last day of February 1987". If your membership is going to expire within a month or two of the mailing, the bottom of the label will have a line stating "YOUR MEMBERSHIP IS ABOUT TO EXPIRE". If your membership has expired (or will expire at the end of the month in which the mailing was made), the bottom of the label will have a line stating "YOUR MEMBERSHIP HAS EXPIRED". CHECK YOUR MAILING LABELS --- YOU ONLY HAVE YOURSELF TO BLAME IF YOU DO NOT.

You will be notified when your membership expires and you will then have 30 days to renew your membership or you will be dropped from the rolls. AGAIN, NO EXCEPTIONS CAN BE MADE, SO PLAN AHEAD. Because this club has a habit of going through Membership Secretaries quickly (it is the hardest job in the club), PLEASE send all new memberships and renewals to the main address ("Attn: New Membership" or "Attn: Renewal" will get faster action) UNLESS INSTRUCTED OTHERWISE by a resolution. DO NOT SEND CASH THROUGH THE MAIL, send a check or a money order. A MONEY ORDER is preferable because it may take several months for the membership/renewal to work its way to the main address and then to the Membership Secretary and then to the Treasurer and finally be deposited in the bank; most people do not like to have a check outstanding for that long a period of time. AGAIN, unless instructed otherwise in a mailing or publication directly from the general C/FO (not a chapter or officer), please send ALL NEW MEMBERSHIPS AND RENEWALS to the following address, the C/FO CANNOT BE RESPONSIBLE for memberships sent to any other address:

Cartoon/Fantasy Organization
Attn: NEW MEMBERSHIP (or Attn: RENEWAL)
401 South La Brea Ave
Inglewood, CA 90301

Any members electing not to be listed at all in the Membership Directory will be associate members, lacking the right to vote or hold general club office.

Dues will be \$12.50 per year. But this is NOT part of the Bylaws and may be changed by majority vote of the Board of Directors, by a Chapter Poll, or by a General Meeting at which a full quorum is present.

OFFICERS:

The officers of the general C/FO all have clearly defined duties and powers as defined in Article IV and Article V. The five members of the Board of Directors HAVE FULL POWER AND AUTHORITY OVER THE AFFAIRS OF THE CARTOON/FANTASY ORGANIZATION. Think of the Board of Directors as Congress and you have a good idea of how things should work. The President has limited veto power over the actions of the Board, but this power will hopefully be used sparingly, because it is a negative action that will often cost the club money and time --- if the President vetoes something, chances are a chapter poll on the issue will be called to resolve the deadlock. Chapter polls take time and money!

For the Board and the general C/FO officers to be able to run the club the way most of its members want, they have to hear from the membership. While many requests are impossible (generally due to time and/or money; a monthly C/FO Bulletin/Magazine is an example of something that would be all but impossible but due to lack of time and lack of money), many others are simply things that may never have been considered! So DO NOT hesitate to propose ideas, but remember that ideas are literally a dime a dozen and people willing to put in the time and effort needed to implement an idea are rare. If you aren't willing to do the work involved yourself, do not be terribly surprised to discover that no one else is either! (As Heinlein says "There's no such thing as a free lunch!") Also, it helps to read through the bylaws and be sure that your idea is even legal under the C/FO's rules (not to mention U.S. law!).

Finally, several appointive offices that the club at one time had no longer exist. The Tape Librarian was a carry-over from the days when the club consisted solely of Los Angeles and is impractical for an international organization --- would you want to have to make copies for everyone in the C/FO? The duties of the Historian have been assigned to the Secretary (or optionally, to a minor office created by the Board). The office of Publisher has been abolished. The C/FO itself shall be the publisher of all publications printed with C/FO funds and the Board of Directors (or a chapter poll or general meeting) shall, by resolution, set publication policy and standards for these publications, appoint and dismiss their editor(s), etc. No longer will a single person who was not even elected by the membership have sole control as "Publisher" of what is and is not printed in official club publications.

HOW THINGS GET DECIDED IN THE C/FO UNDER THE BYLAWS:

Having a C/FO Board of Directors and officers with defined duties and responsibilities is fine, you may be saying, but just how WILL a decision get made in the general C/FO?

Decisions will be made in the C/FO by approving or disapproving resolutions (a resolution is somewhat like a bill in Congress). Resolutions may be approved (or disapproved) in one of four ways:

- 1) by the Board of Directors
- 2) by a Chapter Poll

- 3) by a properly called general meeting at which a full quorum is present
- 4) by a vote taken on the election ballot.

The most common means of approving/disapproving resolutions is through the Board of Directors. A resolution may be proposed by any Board member or by the C/FO President. The Board and the general officers (and even other interested members) will discuss the resolutions by phone, letter, and/or in the Board of Directors and then the Board will vote on the resolution. (It is hoped that most of these discussions will take place in the Board of Directors and, at least be reported therein, so that interested chapters and members can keep tabs on what is going on!) Most resolutions will only require a simple majority (that is, one-half plus one) of the Board members voting on the issue for approval and if approved the resolution takes effect immediately unless the resolution itself specifies otherwise. However, if a resolution is not approved unanimously by the current Board members, it can be vetoed by the President within the 21 days following the date of its approval by the Board (except in special cases mentioned in the Bylaws or a case where the action the resolution has directed has been completed by the time the President vetoes the resolution). If the President vetoes a resolution, the Board can either allow the veto to stand, override the veto by re-approving the resolution unanimously, or submit the resolution to a chapter poll or a general meeting for the membership as a whole to decide.

The chapter poll procedure is explained in Article VIII of the bylaws. This procedure is similar to the method amendments to the U.S. Constitution are generally ratified (each state gets one vote with the way the state assembly votes determining the vote of the state), except that in the C/FO, each participant chapter gets one vote. The members of each participant chapter who have designated that chapter as their primary chapter vote on the resolution. If a majority (in most cases) approve the resolution, the participant chapter's vote is YES on the resolution. If less than a majority (in most cases) approve the resolution, the participant chapter's vote is NO on the issue. Whether the resolution passes or fails is determined SOLELY by whether the issue is approved by a majority (in most cases) of the participant chapters. For example, if there are five participant chapters and two vote YES and three vote NO, the resolution is not approved. This system is subject to the same faults as the Electoral College --- it does not always reflect the true will of the voters, but it is a cheap way for the club as a whole to vote on an issue! Unfortunately, it is not quick; where the Board could act in a matter of hours in an emergency, a chapter poll will take AT LEAST 90 days! A chapter poll may be called by the Board of Directors submitting a resolution to a chapter poll, or by the President submitting a resolution (which he originally submitted to the Board and they did not act upon, either to approve or disapprove by the end of the third month following the month in which he submitted it to the Board) to a chapter poll, by any two participant chapters, or as described in the paragraph on general meetings which follows.

Resolutions can also be approved at a general meeting (called either by the Board of Directors or at the request of three participant chapters). The C/FO meetings held in the past at San Diego Comics Convention, Worldcon, and, last year, at Dallas Fantasy Fair have been general meetings. However, in order for a general meeting to conduct binding votes on resolutions MORE THAN ONE-HALF OF THE TOTAL MEMBERSHIP OF THE GENERAL C/FO MUST BE PRESENT! Because of this requirement, I doubt that ANY general meetings will ever approve or disapprove a resolution. However, so long as at least 25 members FROM AT LEAST 100 miles away from the meeting site are present, any resolutions approved by the general meeting are automatically submitted to the Board of Directors and if not acted upon (either approved or disapproved) within

three months by the Board, the resolutions are automatically submitted to a chapter poll.

Finally, the Board can order resolution(s) placed on the election ballot so that all members can vote on the resolution. Elections only occur once every two years, however.

Resolutions approved by a Chapter Poll, a General Meeting at which a full quorum is present, or by ballot of the entire membership are normally ordinary resolutions which can be rescinded or amended by the Board of Directors. However, they can be worded as "instructions" or "orders" to the Board, in which case they are binding on the Board of Directors.

In an emergency, the President can direct that action be taken all by himself (unless money must be expended, in which case the Treasurer must also approve), but must obey STRICT rules on notifying Board members, officers, and chapters of his actions. And his actions may be reversed by the Board of Directors, a Chapter Poll, or a General Meeting. If the order causes money to be expended and is reversed by the Board within one month, the President and the Treasurer must immediately refund any monies expended by the order.

All resolutions approved by any means expire three years after their approval, unless reapproved. Emergency Presidential Orders expire after one year or when the President issuing the order leaves office, whichever occurs first. Both resolutions and Emergency Presidential Orders can, of course, be repealed before these time periods are up.

CHAPTERS:

Article VI concerns chapters of the C/FO. Requirements for forming a chapter and for remaining a chapter are given. The Vice-President is put in charge of recognizing chapters and removing chapters from the chapter list (when necessary).

■ To start a chapter, 4 general C/FO members are needed, the chapter must have held at least 3 meetings in 6 months, and the chapter must elect or appoint a general C/FO member chapter representative.

■ To become a Participant Chapter, the chapter must elect to become one and at least 10 general C/FO members must designate the chapter as their primary chapter.

■ To remain a chapter, a chapter must have at least 3 general C/FO members claiming to belong to the chapter, must meet at least once every six months, and must report on its activities at least once every six months, and its chapter representative MUST be a current member of the general C/FO at all times. (The Bylaws do not actually establish an address for chapter reports to be sent to; to ensure that the Vice-President sees them they should either be sent to the Vice-President directly or to the attention of the Vice-President at the main address (until a Vice-President is appointed and confirmed by the Board, this latter is all you can do). Chapter Reports are not required by the bylaws to be any specific thing. Sending copies of your chapter's newsletter or meeting schedules every six months will be sufficient, however if a chapter is doing something special (like running a video room at a con), the general C/FO would like to know about it. Although the Bylaws do not require it (chances are good, however, that the Board of Directors will approve a resolution requiring it), chapters reports should ALWAYS clearly list the name, current address and phone number of their chapter representative AND when and where the chapter meets so that this information can be included on the chapter roster.

■ Chapters MUST elect or appoint a current C/FO member as their chapter representative. Care should be taken in the

selection of a chapter representative because he or she is responsible for representing the chapter to the general organization and FOR PASSING ALONG GENERAL C/FO INFORMATION TO THE MEMBERS OF THE CHAPTER. Notifying the chapter rep is legally the same as notifying the entire chapter for the general C/FO, so if you want to hear about information sent to your chapter rep, be sure and elect or appoint one willing to pass on the information!

■ Other chapter officers are optional. Chapters can be as structured or as unstructured and as democratic or as dictatorial as the chapter's members wish! Both formal, structured clubs like C/FO-San Antonio and informal circles of friends make good chapters.

■ Chapters may collect dues, provided such dues are approved in accordance with the chapter's own bylaws (membership-approved, in accordance with the parliamentary authority adopted by the general C/FO Bylaws) or by a two-thirds vote with notice of the vote being given at the previous meeting, if the chapter does not have its own bylaws. This is mainly to prevent the leaders of some of the more dictatorial chapters from imposing dues without the input and approval of the chapter's members (which makes the whole C/FO look bad in the eyes of many outsiders who hear about such goings-on).

■ Any C/FO member is eligible to become a member of any chapter, but must designate one chapter as his/her primary chapter (the chapter through which he/she will participate in chapter polls) if the member wishes to participate in chapter polls. Please NOTE that "primary chapter" means the chapter you wish to participate in chapter polls through --- NOT NECESSARILY THE CHAPTER YOU ATTEND OR WORK WITH MOST FREQUENTLY. Your primary chapter should be a chapter that has accepted you as a chapter member AND has elected to be a Participant Chapter. Designating a non-Participant Chapter or a chapter which has not agreed to accept your membership (some chapters may not be able to deal with out-of-town members, for example) as your primary chapter is legal, but you WILL NOT get to participate in chapter polls, so PLEASE be sure of what you are doing, if you foul up and designate the wrong chapter as your primary chapter, you will have no one to blame but YOURSELF! If in doubt, ask the chapter leaders. As of this writing (mid-January 1987), C/FO-San Antonio is the only chapter known to have elected to become a participant chapter and they plan to setup a system to handle out-of-town members who desire to designate C/FO-San Antonio as their primary chapter (they have to, their current membership is scattered over half the world). Hopefully, other chapters will do the same.

■ While chapter meetings MUST be open to all members of the C/FO in so far as this is possible and practical (no "by-invitation-only" chapters, in other words --- however, chapters are allowed to set their own requirements for chapter membership and need not accept out-of-area members, etc. unless they wish to; but one need not be a member of a chapter to actually attend its meetings), chapters are allowed to develop their own rules concerning behavior at meetings and can eject members from those meetings if necessary to enforce those rules (this rule is mainly to protect those chapters that meet in members' homes from rude and inconsiderate C/FO members)! Chapter meetings NEED NOT be open to the general public (that is, non-general C/FO members), but when possible, having chapter meetings open to the general public is a good idea --- if animation is ever to be as popular here as it is in Japan we have to educate the general public on animation. Educating the general public is next to impossible if they are barred from a chapter's meetings!

■ No chapter may adopt rules or procedures that are contrary to general C/FO Bylaws (or local, state, or national law, for that matter). Even if adopted by unanimous approval of all the members of the chapter, resolutions that violate the provisions of the general C/FO Bylaws (or local, state, or national law) are legally NULL AND VOID and not binding on anyone. The current

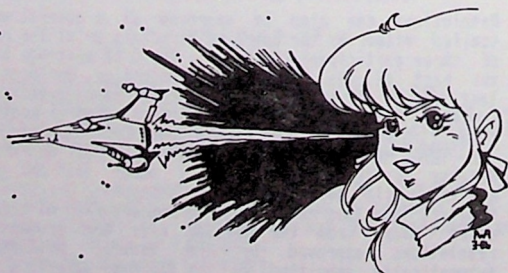
edition of ROBERT'S RULES OF ORDER NEWLY REVISED and any special rules of order adopted by the C/FO Board of Directors govern chapters just as they do the general C/FO UNLESS the chapter shall adopt different rules of order in its own chapter bylaws (the fact that chapters are considered "independent subdivisions of the general C/FO" allows this).

PARTICIPANT CHAPTERS AND CHAPTER POLLS:

Participant Chapters are those chapters (with 10 or more C/FO members claiming the chapter as their primary chapter) that have elected to participate in the CHAPTER POLL procedure. To become a participant chapter, a chapter must vote to do so and must get ten C/FO members to list the chapter as their primary chapter AND they must notify the general C/FO of their action.

There you have it, a quick summary of the most important parts of the Bylaws from a member's point-of-view. These explanations may not mean EXACTLY what the Bylaws mean, however (even though this article was written by the main author of the Bylaws) --- everyday English just isn't as exact as legalese --- but they are generally correct and probably much clearer!

Yes, the Bylaws DO impose some "bureaucracy" on the C/FO, but the same rules will apply to EVERYBODY. For example, no longer will some members still be considered members six months after their membership expired while other members pay their dues on time. Although the "bureaucracy" may seem overwhelming at first (and, because no one will really be SURE what they can and cannot do at the beginning, it may even, for a few months, seem not to be working at all), in the long run, it will help the club by cutting down on the arguing and politics and allowing more time for what this club is all about, anime.





ZETA GUNDAM EPISODE SUMMARY

By Ed Connell
reprinted from C/FOOD Platter

BACKGROUND: It is the future and man has followed a normal progression into space. Technology has advanced rapidly as man moves into space. As man expanded outward from the Earth, huge colonies were built in space, either from asteroids or in huge rotating cylinders (O'Neil configuration) called SIDES. In the year 0079 (Universal Calendar), the military forces governing Side 3 declare their independence from the Earth's Federation government and so begins the "One Year War". As the war progressed, anthropomorphized battle armor was developed and used for the first time by both sides. Well adapted for use in outer space, the "Mobile Suit" was soon adopted by both sides as the accepted vehicle of space combat, and soon both sides were busy improving and specializing new designs. The most advanced of these suits is the Gundam Class Mobile Suit developed by the Federation. Not only was technology advancing, humanity was evolving, a new strain of humans was emerging. These "New Types" possess psychic abilities (mostly precognitive and telepathic) and an affinity for operating machinery, especially Mobile Suits. Their powers drastically increase in the presence of other New Types and these powers seem to be heightened even more in combat. The One-Year War ends with a decisive battle between the strongest of the New Types --- Amuro Rei of the Federation in mobile suit Gundam and Char Aznable, the most powerful of the Jion. The Federation wins (although both sides have suffered heavy losses), for the good of the people. Or is it.... (the original Gundam series)

After the war, the Federation exercised a policy of total control upon the colonies. Military and government offices were only held by those of Earth origin and space was under the constant watch of the Titans, the Federation's special police force made up of ex-Jion military machines upgraded for the purposes of colonial control. In the year 0085, the "Thirty Party Incident", a small scale revolution took place in Side 1, sparking anti-Federation military sentiments which eventually resulted in the organization of AEUG (Anti-Earth United Government).

NOW: The year is 0087. Seven years have passed since the One Year War and the solar system is once again in turmoil... The Federation still controls the worlds, but it has grown increasingly oppressive. Resistance of any type is not tolerated and is quickly removed. But the rebellion still lives within the AEUG.

EPISODE 1: "Black Gundam"

Lieutenant Quatro/Char (Kuwatoro), who remarkably resembles Char (who was presumed dead after the One Year War), and two of his subordinates manage to infiltrate Side 7. Upon examination, Quatro/Char confirms AEUG's suspicion that Side 7 has been turned into a military development station for the Federation. He discovers that a new line of Gundam Mobile Suits, the Black Gundam, has just been developed. He is discovered by a patrol and must make his escape.

At the same time on Side 7, a resident, Camille (Kamui) Bidan, a young mechanical genius, and his friend, Fa Yuri, rush to the spaceport. There, he encounters a pilot of the Titans, Gerold (Jerid) Mesa, which cause something to awaken in him and he is taken over by a madness. After attacking Gerold, Camille is taken by the military police for questioning. Camille's mother, Hilda Bidan, arrives at the police station as a character reference to get him released.

Just before the meeting, Gerold, piloting Gundam Mark II number one, crashes into army headquarters creating a large disturbance, allowing Camille to escape. At the same time, Battleship Ahgama is given the signal to begin firing upon Side 7.

EPISODE 2: "Departure"

On the Ahgama, after the Mega Particle Cannon is fired, a flash like sunlight is seen coming from Side 7 (Green Noah 1) where the breach in the hull was created. After this is seen, a Rick Dias (mobile suit) unit rushes into the colony. The purpose of this operation is to capture a Gundam Mark II mobile suit. Once inside the colony, the Rick Dias unit is attacked by GM II (an older style mobile suit) units.

After Gerold crashed the Mark II, the mobile suit is shut down. From this site, Gerold sees a GM II in a battle with another machine. Bright Noah sees Camille, who he recognizes from an earlier encounter at the army base. Camille boards Mark II number 3 and Enu Shin, a Titan pilot who trained in Mark II number 3, tries to stop him before he departs.

Camille's actions remind Bright of Gundam's original pilot, Amuro Rei. Because of this he forgives Camille for his actions. Camille surprised the AEUG pilots by turning on the remaining Mark II. It is revealed that he is the son of Franklin Biden, the engineer responsible for the modification of the original Gundam, thus explaining the ease with which he handles the Mark II. Trying to avoid further injuries, Bright yields to Camille and Quatro/Char's request and allows the remaining mobile suit to be captured. However, Bright's action is met with physical violence from the Titan commander, Captain Bask, who totally ignored Bright's reason: the protection of the civilians in the area. Bask's ruthless attitude also caused the first dark spot in Emma's view of the Titans.

Camille, tired of living under Federation and Titan rule, not to mention tired of the increasing tension between himself and his father, decides to follow Quatro/Char and the AEUG. Although Camille is a little disturbed when he sees Fa's house demolished, he is put at ease when he realizes that she is alive. As Camille follows Quatro/Char toward the Ahgama, he slowly begins to feel the burning power of a New Type growing and encompassing him.

EPISODE 3: "In the Capsule"

We last saw Camille aiding Quatro/Char in the capture of two new mobile suits and going aboard the AEUG flagship Ahgama. There he is interviewed by Burecks Forst, the organizer of AEUG, and Captain Henken Becknar. Camille

reveals that he is not only the son of Franklin Bidan, but is also the son of Hidan Bidan, a brilliant material science engineer. However, it appears that the Titan officials were also aware of this.

Lieutenant Lyla Mira Raira has received instructions to intercept and destroy the Aghama. Although Lyla does belong to the Titan force, she was glad to take her Galbaldi unit from the Federation battleship, Vozniar, against the "Red Comet" (the code name for Quatro/Char's red Rick Dias mobile suit. (Note: Lyla actually belonged to the Granada forces. Granada was the first base that served as the Jion Guerilla/Assault Division Headquarters under Kishilia's on the moon during the One Year War. Although it is part of the Federation today, it is not under Titan control.) The battle, however, is called to a sudden halt when an armistice is called.

Lieutenant Emma was sent on board the Aghama to deliver Captain Bask's message to the AEUG crew. She read the letter (which she had not seen before) and to her horror discovered that it demanded that Camille and the two stolen Gundam Mark II's be surrendered or Bask would have Camille's parents (who he had had imprisoned) executed. Camille, after overhearing two crewmembers talking about Bask's demand, takes off in one of the two Gundam Mark II's. Gerold is there to prevent Camille from rescuing his mother who is imprisoned in a capsule. Camille breaks as he sees his mother disintegrated in the vacuum of space, mere feet from the mobile suit's protection.

EPISODE 4: "Emma Defects"

What do you do when your mother is blasted away in front of your eyes by a most despicable person who has been making fun of your feminine name???

You beat his brains out with an 18+ meter tall mobile suit.

That is just what Camille is doing when episode 4 opens. After seeing his mother murdered, Camille is filled with grief and madness and begins randomly shooting at Gerold's Hizack mobile suit. Quatro/Char and Emma attempt to stop him, when Lyla and the Galbaldi unit arrive. During the resulting confusion, Camille is recaptured. As the Galbaldi unit retreats, Quatro/Char fires a cease fire signal. Camille's father, Franklin, is restricted by security after Camille is captured, while Quatro/Char stops and waits for the right time to attack.

Once under Titan control, Camille is immediately placed under arrest and escorted to his confinement cell. Gerold appears in the hall and mocks Camille's attachment to the "pouch" in the capsule. ("Pouch" as in mother kangaroo; that is the need for maternal security.) Camille swears that he will remember this day.

Bask's vulgar hostage operation has had a side effect, it permits Emma to finalize her resolve to join AEUG after returning to the Alexandria. Having made her decision, Emma sets Camille and his father free. They go to the locker room and change into spacesuits before climbing aboard Mark II's and escaping from the Alexandria. Lyla's unit attempts to stop them, but it is forced to allow them to escape when Quatro/Char suddenly arrives.

EPISODE 5: "Father and Son"

After gaining the possession of three Gundam Mark II's, AEUG finds that only one of the units is fully operational. The other two were to be prepared for operation and the decision is made to dismantle and repair them. Camille's father, Franklin, watches the operations for a moment before threatening one of the mechanics and forcing the worker to take him to Quatro/Char's Rick Dias, which he had admired on his arrival. Franklin then escapes the Aghama with the Rick Dias, revealing his true

motive; he hopes to receive a great reward for himself and his mistress by bringing a piece of AEUG technology back to the Titans. Quatro/Char pursues him in the remaining operational Mark II with Camille following shortly thereafter in a partially dismantled Mark II.

While Quatro/Char and Franklin battle, they are fired upon, damaging Quatro/Char's Mark II. Camille catches up, but is unable to kill his father to prevent him from giving the Rick Dias to the enemy. A random shot hits the Rick Dias and while Franklin tries to escape, it explodes. Franklin disappears in the explosion. Camille feels that he will remember watching his mother and father die one after the other forever.

Back on the Aghama, Lieutenant Quatro/Char tries to console the young Ensign. When Camille tells him of the problems with his parents, Quatro/Char mentions a man named Char who acted entirely on a one man basis and kept his feelings to himself. Although Camille was no more optimistic, Emma and Ensign Lecoa Rond are disturbed by Quatro/Char's sudden change of character when he talked of Char. At this point the Aghama headed for Earth orbit.

EPISODE 6: "At the Earth's Atmosphere"

The commander of the Titans, Jamitufu, develops an attack plan against the Aghama using one of the Earth government's orbital defense satellites. At this time Camille starts designing Zeta Gundam. Lyla and Gerold have a personal conflict dealing with her being a divorced woman. As she leaves, Gerold tries to patch things up with her. Meanwhile, the Aghama is approaching Earth to launch Rekoa, in a protective capsule, back to Earth. Before her departure, Quatro/Char and Apori's mobile suit unit attack a Solar Battery Satellite. The spirit of Lyla urges on the squad defending the satellite against the Aghama. Camille rushes from the Aghama to attack the mobile suits defending the satellite. His whole purpose is to protect Rekoa in the Gundam Mark II. Rekoa is being launched to Jaburo in South America to confirm security information that AEUG is receiving. While the battle is occurring, Amuro Rei, the original Gundam pilot, sees the lights in the sky.

EPISODE 7: "Side One Escape"

Camille is recommended by the AEUG leaders to become a regular soldier. He is unsure of this recommendation, even though he wants to continue to be the regular pilot of Gundam Mark II. There is some fear of his lack of New Type experience and if he can manage the control. As this is happening, the Aghama is heading to the port of 30 Banchi on Side 1. Camille and Emma are taken there to see what Bask of the Titans has done. In order to suppress an anti-Earth Federation demonstration, all three million people on Side 1 were poisoned, but not all traces of the action have been covered up. This is to show why AEUG has been pushed too far and the new war started. The battleship Bosunia arrives alone with Lyla and her team to take on AEUG. Lyla has developed a fear of New Types but still goes on reconnaissance to Side 1. While there, she overhears Quatro/Char's recounting of the tragedy, but disagrees about who was the cause. The battle returns to space with Camille and Lyla fighting intensely. During the battle, Camille begins to apply the power of his New Type abilities. The attack is called off when Gerold and his superiors see the death of Lyla. Because of her death, Gerold vows revenge against the pilot of the Gundam Mark II who killed her. As she dies, Lyla feels no anger against the New Types, she just wishes she had a solution. With his decisive win, Camille is accepted as an AEUG soldier/pilot and he has no regrets because of the 30 Branchi tragedy.

EPISODE 8: "The Dark Side of the Moon"

Emma is appointed as a formal soldier of AEUG aboard the Aghama as it approaches the moon. Gerold is assigned control of the Galbaldi mobile suit. He flies off for a test run, but his main purpose is to ambush the Aghama. Meanwhile, Emma and Camille are talking. Quatro/Char overhears the part of the conversation where Camille tells Emma that he believes Quatro to actually be Char Aznable. While they are talking, Gerold begins his attack. Camille takes the Mark II out to defend the Aghama. The battle moves to the moon's surface with Camille fighting as hard as he can. Quatro/Char goes out in a mobile suit to act as backup. Camille is startled by the fighting style of the Galbaldi because it is Lyla's style (Gerold had trained under Lyla for a time). As the battle rages, the Aghama reaches the back side of the moon and gets to the safety of port Anman. With the Aghama safe, Quatro/Char joins the battle and repels Gerold. After returning to Anman, he meets with the AEUG financier Won Ree. At this meeting the next target is decided: Jaburo, a Titan base on the Earth. While this is happening, Camille and Emma go out on the Moon's surface to Erika, a junkyard. While on this excursion, they are attacked by Kakurikon and his first squad that have been hiding in the mountains of junk observing Anman. It is during this fight that Camille discovers Haro, the robot which Anuro made for Frau Bow (in the first Gundam series). Emma and Camille manage to escape and Camille brings Haro with him.

EPISODE 9: "New Bonds"

This episode begins back on Earth. After landing in South America, just before Rekoa begins her spy operations, she is captured by the Federation army. She is then rescued by a free journalist. This man, Kai Shiden, in his younger days, served as the pilot of Guncannon, one of the original mobile suits. Rekoa learns that the Federation army is in the middle of moving its headquarters from Jaburo. The two plan to sneak into Jaburo in order to communicate with the Aghama and give them this information.

Meanwhile, at Anman, Camille is spending his spare time repairing Haro, causing him to be late for a meeting. Won Ree is outraged by this lack of respect and proceeds to pound Camille into a bloody pulp. Camille must understand the meaning of his rank and be disciplined. When Camille recovers, he is in the spacesuit locker room where Apori, Robert, and Quatro/Char are changing. He becomes interested in what military operation is going on. After checking out the new mobile suit from Anaheim Electronics, the Hyaku Shiki (100 type), Quatro/Char joins Apori and Robert and he informs them of the mission. Camille then launches in the Mark II and joins them on their mission. As this is happening, Captain Jamacan of the Titans is inspecting the new mobile suits for the Titans, the Marasai, from Anaheim.

While observing Anman, Kakurikon sees the mobile suits travelling across the moon's surface and realizes that the Aghama is almost completely unprotected. He then orders an attack on Anman. The raid on Granada is to capture supplies as well as a revised model cruiser, the Saramisu. Quatro/Char, piloting the Hyaku Shiki, is followed by Camille in the Mark II. They sneak into the base by giving false information. Once inside, they easily take control in a quick battle. At the same time, Kakurikon begins his surprise attack with his Hizack unit. Although the repairs and improvements are not finished on the Rick Dias mobile suit, Emma takes it out to defend Anman. Suddenly, in the midst of the battle at Granada, Camille knows what is happening at Anman and informs Quatro/Char. Camille quickly gets permission to leave and returns to Anman. His New Type abilities are growing and refining themselves. Camille rescues Emma and prevents any more damage to the Base.

Meanwhile, back on Earth, Kai and Rekoa discover the

entrance into Jaburo.

EPISODE 10: "Reunion"

At Anman, AEUG learns what is happening at Jaburo and speeds up preparations for the attack. Camille continues the design of Zeta Gundam, suggesting that parts of it have a transforming function to be able to go through the atmosphere as well as being flying armor. At the same time, Jamacan, on the Alexandria, launches an attack and only quick reaction by Camille prevents the base from being obliterated by a multiple missile attack. The newly built Marasai mobile suits are offered to Gerold and Kakurikon to pilot during the attack. During the battle, the Aghama and the Saramisu launch into space. Camille is caught in a dilemma while trying to protect the base from a second assault, but is prevented from trying to save the base because it would be suicide. Once safely in space, the Aghama comes into contact with the space shuttle Temptation and her captain Bright Noah. As the two ships approach each other, a variable model model armor, Messla, approaches at a high speed. Quatro/Char, in the Hyaku Shiki, and Camille, in the Mark II, go out to meet the enemy. Quatro/Char uses the Mega-Bazooka Launcher to destroy the enemy, but the Messla's superior speed and power help it avoid destruction and it escapes. The passengers disembark from the Temptation and are warmly greeted by the crew of the Aghama. As Quatro/Char introduces Camille to Bright Noah, Camille is blindly tackled by Fa Yuree, who was a passenger. Fa tells Camille how her parents were arrested by the Titans and this angers Camille.



THE ZETA-GUNDAM SCORECARD

1)-KANTYU BIDAN- CAMILLE BIDAN Participated with "YUGO" (pronounced EEU60) on Green Noah One (side 7) in the taking of a Gundaa Mark II by force. He is the pilot of Gundaa Mark II.

2)-SHAR AZUNABURU- CHAR (sp) A captain of the Federation Army and a member of "YUGO". At the present time he is introducing himself as Quattro Bajina.

3)-JERIDO MESA- GERALD MESA First lieutenant of the Titans. There is some rivalry between him and Camille.

4)-BURAITO NOA- NOAH BRIGHT One time captain of White Base, Participates with YUGO but is initially sent to defeat the AHGAMA.

5)-HILDA BIDAN- The mother of Camille and a scholar of data engineering. She is killed by Gerald.

6)-FA YUIREE- A childhood friend of Camille. She is driven away from Green Noah One by the Titans.

7)-ROBERT- A YUGO first lieutenant under Shar's command. He is the pilot of Rick Dias (Rikku Diasu).

8)-APORY- A first lieutenant under Shar's command for YUGO. He is an experienced shuttle pilot.

9)-EMA SHIN- A first lieutenant of of Titans. Unable to tolerate the vulgar plan of Bask, she changes over to the YUGO.

10)-FRANKLIN BIDAN- The father of Camille and the designer of Mark II. He dies during an escape attempt after forceably taking a Rick Dias.

11)-KAKURIKON KAKURA- A first lieutenant of the Titans. He forms the team of Gerald and Konbi to stalk the Mark II's.

12)-BURIKKUS FORA- The founder of YUGO as well as its leader. At the same time he is a member of the Federation assembly.

13)-LYLA MIRA RAIIRA- A first lieutenant of the Federation army and a Galbaldy Beta pilot. She is the "other" type.

14)-REKOA RONDO- A YUGO ensign. For the most part he performs spy operations and other similar tasks. He is taken in by the crew of the AHGAMA.

15)-HENKEN BEKKUNER- He served under the first generation AHGAMA Captain. His personality is unaffected by frankness.

1)



2)



4)



3)



5)



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7)



8)



9)



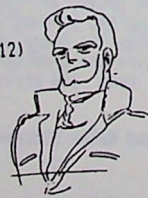
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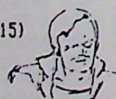
13)



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TRADE:

Yeakey, Roy
1226 1/2 Park Ave., Inglewood, CA 90302
ANIME INTERESTS: Unknown

NO PHONE
EXPIRES: 8711
TRADE:

Yu, Jason (Artist)
11452 Longworth Ave., Norwalk, CA 90650
ANIME INTERESTS: Nausicaa-Voloms-22 Gundan-Urosei Yatsura

(213) 848-2816
EXPIRES: 8801 (R)
TRADE:

Zilka, Nathan (Writer-Artist-Gamer)
4545 SE Rex Dr., Portland, OR 97206
ANIME INTERESTS: Hokuto no Ken-Voloms-Dirty Pair-Galaxy

(503) 775-4245
EXPIRES: 8712
ETRADE: VHS

An (R) next to the Expiration Date means that this is a renewal or a member rejoining after a SHORT lapse in membership.

C/FO OFFICERS (86-87)

C/FO BOARD OF DIRECTORS

Randall S. Stukey
4122 Tallulah
San Antonio, TX 78218-3452
(512) 655-2678
Board Chairman
(term expires 1990)

Fred Patten
11863 West Jefferson Blvd
Culver City, CA 90230
(213) 827-3335
Board Secretary
(term expires 1990)

Barbara Edmunds
7309 East Pershing Blvd
Cheyenne, WY 82001-9710
(307) 632-6947
(term expires 1990)

Ann Nichols
4864 Sioux Ave
Sierra Vista, AZ 85635
(602) 378-6596
(term expires 1988)

Bill Spurlock
1364 Benning Place #2
Atlanta, GA 30307
(term expires 1988)

C/FO PRESIDENT:

Mark Keller
25805 Calaroga Ave
Hayward, CA 94545
(term expires 1988)

C/FO VICE PRESIDENT:

Robert Gibson
6527 Chapel Forest
San Antonio, TX 78239
(term expires 1988)

C/FO TREASURER:

Raymond Elliott
2618 Nacodoches #8226
San Antonio, TX 78217
(512) 826-1278
(term expires 1988)

C/FO SECRETARY:

David Merrill
3314 Ann Rd
Smyrna, GA 30080
(term expires 1988)

C/FO MEMBERSHIP SECRETARY:

Scott Weikert
6640 Akers Mill Rd
Atlanta, GA 30339
(Appointive Office)

C/FO HISTORIAN/ARCHIVIST

Fred Patten
11863 West Jefferson Blvd
Culver City, CA 90230
(Minor Office created by the Board)

CHAPTER ROSTER

ESTABLISHED CHAPTERS

- C/FO-Atlanta**
Meets 3rd Saturday of each month
Location varies
For information: Bill Spurlock, 1364 Benning Place, #2, Atlanta, Georgia 30307
- C/FO-Central Florida Operation (C/FO²)**
Meets one Saturday (varies) each month
Home of Kurt Black & Jane McGuire, 5744-C Kingsgate Drive, Orlando, Florida 32809
For information: Kurt Black & Jane McGuire
- C/FO-Dallas**
Meets 2nd Saturday of each month
Location varies
For information: Don Magnus, 1113 Lindhurst, Irving, Texas 75061
- C/FO-Denver**
Meets 2nd Saturday of each month
Home of Michael Lee Burgess, 2799 South University Blvd., #1, Denver, Colorado 80210
For information: John Cook, 7161 South Newport Court, Englewood, Colorado 80012
- C/FO-Gardena**
Meets 2nd Saturday of each month
Gardena Valley Japanese Cultural Institute, 16215 South Gramercy Place, Gardena, Calif. 90247
For information: David Riddick, 436 Bellflower Blvd., #108, Long Beach, Calif. 90814
- C/FO-Hayward**
Meets 2nd Saturday of each month
Glendale Federal Savings & Loan Association, 1030 La Playa Drive, Hayward, Calif. 94545
For information: Mark D. Keller, 25805 Calaroga Avenue, Hayward, Calif. 94545
- C/FO-Hill Country (Austin)**
Meets 4th Sunday of each month
Location varies
For information: Michael P. Wright, 9210 Northgate Street, #216, Austin, Texas 78758
- C/FO-Inland Empire (San Bernardino)**
Meets 2nd Saturday of each month
Location varies
For information: Dean Lee Norton, 8915 Delano Drive, Riverside, Calif. 92503
- C/FO-Los Angeles**
Meets 3rd Saturday of each month
Studio A, 401 South La Brea Avenue, Inglewood, Calif. 90301
For information: Fred Patten, 11863 West Jefferson Blvd., Culver City, Calif. 90230
- C/FO-Michiana (Michigan/Indiana)**
Meets once each month (date varies)
Location varies
For information: Jason R. Saylor, 4933 York Road, South Bend, Indiana 46614
- C/FO-Mid Atlantic (Washington, D.C.)**
Meets once each month (date varies)
Location varies
For information: Ellen Siegel, 4509 Romlon Street, #201, Beltsville, Maryland 20775
- C/FO-Montclair State College**
Meets 1st Sunday of each month during Spring & Fall semesters
Conference Room B, Sprague Library, Montclair State College, Upper Montclair, New Jersey
For information: Robert Feneio, 55 Charles Street, Clifton, New Jersey 07013

- C/FO-New York**
Meets 1st Sunday of each month
Polish Democratic Club, 55 East 12th St., New York, New York 10003
For information: C/FO-New York, P. O. Box 1275, New York, New York 11421
- C/PO-Oklahoma Pardon Chapter (C/PO-OPC)**
Meets once each month (date varies)
Location varies
For information: Jim Gorham, 523 Marr Drive, #E, Midwest City, Oklahoma 73110
- C/PO-Oklahoma Megatone**
Meets once each month (date varies)
Location varies
For information: Robert Simons, 217 Davis Circle, Midwest City, Oklahoma 73110
- C/PO-Orange**
Meets 1st Sunday of each month
Fullerton Savings & Loan Ass'n, 12860 Euclid Street, Garden Grove, Calif. 92640
For information: Randy Arnold, 10121 Emerson Avenue, Garden Grove, Calif. 92643
- C/PO-Pasadena**
Meets 2nd Saturday of each month
Menahem Lutheran Church, 570 East Orange Grove Blvd., Pasadena, Calif. 91104
For information: Ethan Fogel, 1302 Mar Vista, Pasadena, Calif. 91104
- C/PO-Rapid City (C/PO-Great Voids)**
Meets 1st Sunday of each month
Rapid City Public Library, small conference room
For information: Patricia Hanson-Sifer, 9238-a Lincoln, Ellsworth AB7, South Dakota 57706
- C/PO-Rising Sun (Missouri Air Base, Japan)**
Meets 1st & 3rd Sundays of each month
Missouri Air Base Library, 432 TFW
For information: Nancy Melner, P. O. Box 5281, APO San Francisco, Calif. 96319-5281
- C/PO-Sacramento**
Meets bi-monthly upon notification
Home of Laurine L. White, 5422 Colusa Way, Sacramento, Calif. 95841
For information: Laurine L. White
- C/PO-San Antonio**
Meets 2nd Sunday of each month
Location varies and one Thursday (upon notification) each month
For information: Robert V. Gibson, 6527 Chapel Forest, San Antonio, Texas 78239
- C/PO-San Diego**
Meets 2nd Saturday of each month
San Diego State University, SS-247 (Social Sciences Bldg., 2nd Floor)
For information: Daniel A. Davis, 1512 El Prado Avenue, Lemon Grove, Calif. 92045
- C/PO-San Fernando Valley**
Meets 4th Saturday of each month
Location varies
For information: Tharri Youre, 6942 Woodcreek Avenue, Encino, Calif. 91316
- C/PO-Santa Barbara**
Meets 2nd Sunday of each month
Busty's Plaza Parlor, 232 West Carrillo Street, Santa Barbara, Calif. 93101
For information: C/PO-Santa Barbara, P. O. Box 91729, Santa Barbara, Calif. 93190
- C/PO-Santa Monica**
Meets 3rd Sunday of each month
A Change of Habit Bookstore, 1853 Lincoln Blvd., Santa Monica, Calif. 90404
For information: Bill Glase, 415 Rose Avenue, #8, Venice, Calif. 90291
- C/PO-Seawee**
Meets once or twice a month (date varies) during school year only
Location varies
For information: Paul Sullivan, SPO, Seawee, Tennessee 37375
- C/PO-Tucson**
Meets one Saturday (varies) each month
University of Arizona campus, Student Union 285, Tucson, Arizona 85721
For information: Patti Duffield, 1250 East 10th Street, #10-a, Tucson, Arizona 85719

PROVISIONAL CHAPTERS CURRENTLY FORMING

- C/PO-Provo**
For information: David Doering, 37 East 600 North, Provo, Utah 84601
- C/PO-San Jose**
Meets 1st Saturday of each month
Japanese American Citizens League, San Jose Chapter, 545 North 5th St., San Jose, CA 95112
For information: Craig Papa, 509 South Guadalupe Lane, San Jose, Calif. 95128
- C/PO-Toronto**
For information: Scott Johnson, R.R. #1, Campbellville, Ontario L0P 1B0
- C/PO-Walla Walla**
Meets 1st Sunday of each month during Spring & Fall semesters
Conference Room B, Sprague Library, Montclair State College, Upper Montclair, New Jersey
For information: Robert Feneio, 55 Charles Street, Clifton, New Jersey 07013

January 1987

MEMBERSHIP UPDATE

Anie, Jo (Artist-Gamer)
4613 S.E. Rex Dr., Portland, OR 97206
ANIME INTERESTS: Macross-Volans-Dirty Pair-Orguss-Nausicaa-TRADE: VHS

Arnold, Rich
14322 E. Villanova Pl., Aurora, CO 80014
ANIME INTERESTS:

Ashbaugh, Bill (Gamer)
2169 Avenue Espada, San Clemente, CA 92672
ANIME INTERESTS: Macross-Gundam-2-Gundam-Orguss-Megazone-TRADE: VHS

Azbell, Greg R. (Artist-Modeler)
1308 Imperial Ct. W., Troy, OH 45373
ANIME INTERESTS: Macross-Southern Cross-Nausicaa-Megazone-TRADE: VHS

Barer, Daniel (Writer)
1332-A Franklin Street, Santa Monica, CA 90404
ANIME INTERESTS: Yamato-Orguss-Macross-Urusei Yatsura-Cat-TRADE:

Barrett, Donovan "Ishikawa" (Writer-Artist-Gamer)
951 E. Greenwood Ave. #J-3, La Habra, CA 90631
ANIME INTERESTS: Arion-Macross-Orguss-Megazone-23-Crusher-TRADE:

Battle, Chris (Artist-Modeler)
2339 23rd St., Santa Monica, CA 90405
ANIME INTERESTS: 2-Gundam-Macross-Arion-Megazone-23-22-6-TRADE:

Berner, Michael P. (Gamer)
25172 Hoover Road #102, Warren, MI 48089-1115
ANIME INTERESTS: Macross-Lupin III-Catseye-Orguss-Cobra-6-TRADE: VHS

Benham, Kelley
31552 West St., South Laguna, CA 92677
ANIME INTERESTS: Dumbine-Orguss

Black, Kurt & Jane
5744-C Kingsgate Dr., Orlando, FL 32809
ANIME INTERESTS:

Bliss, David (Artist)
4125 Sequoia, Riverside, CA 92503
ANIME INTERESTS: Nausicaa-Borg-2-Gundam-Castle Cagliostro-TRADE: Beta

Boss, Jason
3336 Williamsburg, Ann Arbor, MI 48104
ANIME INTERESTS: Robotech

Bretschneider, Ric (Writer-Artist-Computer Animator)
2564 Tioga Way, San Jose, CA 95124
ANIME INTERESTS: Harlock-Lensman-Dirty Pair

Burgess, Michael Lee (Writer-Photographer-Gamer)
2299 S. University Blvd #1, Denver, CO 80210
ANIME INTERESTS: Nausicaa-Gallient-Castle Cagliostro-Dirty Pair-TRADE: VHS

Carreon, Mike (Modeler)
1810 S. Stoner Ave. #6, West Los Angeles, CA 90025
ANIME INTERESTS: Macross-Southern Cross-Hospeada-Hazinger-TRADE:

Cherry, Hugh MD FORM
202 Alder Street, Arroyo Grande, CA 93420
ANIME INTERESTS:

Cormier, Todd (Gamer)
1619 Cheney Ct., San Jose, CA 95128
ANIME INTERESTS: Macross-Robotech-22-Gundam-Yamato-Megazone-TRADE: VHS

Cornetto, John (Writer-Artist)
42 Hanrahan Ave., Farmingham, NY 11738
ANIME INTERESTS: Urusei Yatsura-Dirty Pair-Catseye-Dr. Slu-TRADE: VHS

Cornuelle, Chris (Gamer-Physicist)
819 N. First Ave. #204, Tucson, AZ 85719
ANIME INTERESTS: Nausicaa-Lensman feature-Lupin III-Orguss-TRADE: VHS

De Jesus, Andres
PO Box 1536, San Diego, CA 92112
ANIME INTERESTS:

Diamond, Randy (Gamer)
3295 S. Grant St., Littleton, CO 80121
ANIME INTERESTS: Harlock-Urusei Yatsura-Voltron

Drellishak, Scott (Gamer)
827 Santa Anita Ave., San Marino, CA 91108
ANIME INTERESTS: Macross-Megazone-23-Iczer 1-Gall Force-TRADE:

Dunstan, Jim
PO Box 237, Yucca Valley, CA 92286
ANIME INTERESTS: All

Elliot, Matt (Gamer)
1391 Ridgely Dr., Campbell, CA 95008
ANIME INTERESTS: Macross-Megazone-23-Dirty Pair

Elliott, Jim (Gamer)
7679 S. Eaton Way, Littleton, CO 80123
ANIME INTERESTS: Dirty Pair-Urusei Yatsura-2-Gundam-Nausicaa-TRADE: VHS

Elliott, Raymond F. (Gamer-Original Art-Collector)
2618 Macdodoches #8224, San Antonio, TX 78217
ANIME INTERESTS: Urusei Yatsura-Volans-Dumbine-Galaxy Exp-TRADE: VHS

Fenelon, Robert
35 Charles St., Clifton, NJ 07013
ANIME INTERESTS:

Elagagan, William (Writer-Gamer)
3528 E. 2nd St. #31, Tucson, AZ 85716
ANIME INTERESTS: Urusei Yatsura-Lupin III-Orguss-Yamato-TRADE: VHS

Foeline, David (Artist)
10534 San Jose Ave., South Gate, CA 90280
ANIME INTERESTS: Vampire Hunter D-Megazone-23-MD Geist-La-TRADE:

Gallagher, Donald (Writer-Gamer)
12153 E. Florida Ave., Aurora, CO 80012
ANIME INTERESTS: 2-Gundam-Yamato

Gaunt, Lisa M.
36751 Magnolia St., Newark, CA 94560
ANIME INTERESTS:

Gilmore, Brenda
1539 N. Alexandria Ave. #306, Hollywood, CA 90027
ANIME INTERESTS: Wingman-Lensman-Dirty Pair

Glass, William (Writer)
418 Rose Avenue #8, Venice, CA 90291
ANIME INTERESTS: Nausicaa-Miyazaki-Dagger of Kumoi-Justy-TRADE:

Goba, William
RR #4, 167 Adams Heights, Lebanon, OH 46249
ANIME INTERESTS:

Gohen, Charles (Artist)
293 Shasta Drive, Vacaville, CA 95688
ANIME INTERESTS: Robotech-Thundercats-Transformers-2-22-6-TRADE:

Bolden, Warren (Writer-Artist-Modeler)
85 Henry St., St. Catharines, Ontario L2R-5V3 CANADA
ANIME INTERESTS: Starblazers-Robotech-Voltron-Thundersub-TRADE: VHS

Grant, Jason
3450 San Patricio, Santa Barbara, CA 93111
ANIME INTERESTS:

Greenberg, Steph (Artist-Video Editor)
6666 Sepulveda Blvd #114, Van Nuys, CA 91411
ANIME INTERESTS: Macross-Lensman-Bogio 13-Megazone-23

Grimes, Ethel M. (Writer-Artist)
1088 Orangewood Street, Bakersfield, CA 93306
ANIME INTERESTS: Cyborg 009-Lupin III-Kimba-Castle Cagliostro-TRADE:

Hall, Leland (Writer-Archivist)
201 N. Broadway St., Wheeling, WJ 26003
ANIME INTERESTS: Gundam-2-Gundam-Macross-Megazone-23-Arreal-TRADE:

Hamilton, Thomas M.
35 West Hillcrest, Dayton, OH 45405-2909
ANIME INTERESTS: Astroboy-Eighth Man-Macross-Fleischer Pot-TRADE: VHS

Handy, David M.
PSC Box 2948, Beale AFB, CA 95903
ANIME INTERESTS: All

Hill, Vic (Modeler-Gamer)
1486 Camden Way, Oklahoma City, OK 73116
ANIME INTERESTS: 22-Gundam-Yamato-Macross-Starblazers-Amy-TRADE: VHS Beta

Hoek, M. Carol (Photographer)
510 N. Treat, Tucson, AZ 85716
ANIME INTERESTS: Macross-Gundam-Orguss-Starblazers-Satcha-TRADE: VHS

Honore, Kirk (Writer-Artist-Gamer)
3904 Arlington Ave., Los Angeles, CA 90043
ANIME INTERESTS: Justy-Hokuto no Ken-Urusei Yatsura-22-6-TRADE: VHS

Houston, Susan B. (Collector)
5883 Willshire Dr., Nashville, TN 37215
ANIME INTERESTS: Robotech-Yamato-Megazone-23-Urusei Yatsura-TRADE:

Hu, Vance
13421 Barney Ln., Westminster, CA 92683
ANIME INTERESTS:

Jonas, Jeffrey
988 Cedar Ln., Highland Park, NJ 08904
ANIME INTERESTS: Unknown

Jones, J., James C. (Writer-Programmer)
4904 August St. #2, Los Angeles, CA 90008
ANIME INTERESTS:

Kawai, Kent
4045 W. 173rd Place, Torrance, CA 90504
ANIME INTERESTS: All Gundam-SPT Layzner-Macross

Kellogg, Kenneth (Gamer)
28635 Sherman Way #16, Canoga Park, CA 91306
ANIME INTERESTS: Cobra-Dumbine-Harlock

Kim, Mary
13450 E. Aclare Ln., Cerritos, CA 90701
ANIME INTERESTS: Iczer 1-Macross-Megazone-23-Orguss-Dirty Pair-TRADE: Beta

Kogura, Tyler (Gamer)
1129 Calaterra Ct., San Jose, CA 95120
ANIME INTERESTS: Urusei Yatsura-Galaxy Express-Yamato-Ha-TRADE: VHS

Krejci, Joe (Artist-Modeler-Gamer)
1303 Farview Ln., Redlands, CA 92374
ANIME INTERESTS:

Kristmann, Steve Anthony (Writer-Artist-Modeler-Gamer) UNLISTED
2929 E. 6th Str #137, Tucson, AZ 85719
EXPIRES: 8712
ANIME INTERESTS: Lensman-Nausicaa-Orguss-Dunbine-Dirty Pair-TRADE: VHS

Woon, Mike (213) 534-9759
2048 W 240th Str, Lomita, CA 90717
EXPIRES: 8801
ANIME INTERESTS: Unknown TRADE: VHS

Lee, William UNLISTED
901 Centennial Str #1, Los Angeles, CA 90012-1350
EXPIRES: 8712
ANIME INTERESTS: Urusei Yatsura-Lupin III-Ultime-Orguss-Go-TRADE: VHS

Loh, Jack (Gamer) UNLISTED
1500 Sunrise Dr, Monterey Park, CA 91754
EXPIRES: 8712
ANIME INTERESTS: Lupin III-Urusei Yatsura-Vampire Hunter D-TRADE: VHS Beta

Louch, Clarke A. NO PHONE
215 E. Valencia #1, Burbank, CA 91502
EXPIRES: 8712
ANIME INTERESTS: Orguss-Urusei Yatsura-Macross-Mospeada-TRADE: VHS

Low, Mike (213) 648-9924
PO Box 10251, Marina del Rey, CA 90295
EXPIRES: 8712
ANIME INTERESTS: Project Aiko-Dirty Pair-Gall Force-Macross-TRADE: VHS

Mack, Jeffrey M. (Writer-Artist-Photographer-Modeler) (301) 272-2077
P.O. Box 14, Aberdeen Proving Ground, MD 21005
EXPIRES: 8801 (R)
ANIME INTERESTS: Robotech-Voltron-Astro Boy-Starblazers-TRADE: VHS

Malloy, Sean R. (Gamer) (619) 461-0347
4364 Rosebud Ln, La Mesa, CA 92041-6214
EXPIRES: 8712
ANIME INTERESTS: Megazone 23-Catseye-Orguss-Macross-Dirty Pair-TRADE: VHS

Malone, Patricia (212) 827-9574
65 Grant Ave, Brooklyn, NY 11208-1501
EXPIRES: 8712
ANIME INTERESTS: Unknown TRADE: VHS

Manning, Marvin (Modeler) (213) 435-5361
222 W Elm Str, Compton, CA 90220
EXPIRES: 8712
ANIME INTERESTS: Macross-SPT Layzner-Orguss-Gallient-2 Gun-TRADE: VHS

Marshall, Steven (Artist-Gamer) (313) 747-2310
2315 Stone Dr, Ann Arbor, MI 48105
EXPIRES: 8712
ANIME INTERESTS: Speed Racer-Arion-Southern Cross-Harlock-TRADE: VHS

McAdams, Scott (Artist) (416) 425-6677
272 Laird Dr, Toronto, Ontario M4G 2X4 CANADA
EXPIRES: 8712
ANIME INTERESTS: Gundam-Megazone 23-Dirty Pair-Orguss-Lupin-TRADE: VHS Beta

Minnott, Michael (714) 832-1704
14682 Cherrywood Ln, Tustin, CA 92680
EXPIRES: 8711
ANIME INTERESTS: Yamato-L Gaim-Project Aiko-Locke-Macross-TRADE: VHS

Miyaki, Ryo (Gamer) UNLISTED
2189 Caspian Ave, Long Beach, CA 90810
EXPIRES: 8801
ANIME INTERESTS: Yamato-Robotech-Megazone 23-Urusei Yatsura-TRADE: VHS

Modlinger, Victor (Artist) (212) 884-9315
3850 Sedgwick Ave #65, Bronx, NY 10463
EXPIRES: 8711 (R)
ANIME INTERESTS: Lupin III-Astro Boy-Cyborg 009-Toward the-TRADE: VHS

Moore, Therri (Writer-Artist-Fan Publisher) UNLISTED
4942 Newcastle Ave, Encino, CA 91316
EXPIRES: 8801 (R)
ANIME INTERESTS: Urusei Yatsura-Arion-Nausicaa-Laputa-Org-TRADE: Beta

Moorhead, Mike (Writer-Artist-Gamer) (408) 998-1057
1238 Spruance Str, San Jose, CA 95128
EXPIRES: 8712
ANIME INTERESTS: Macross-Megazone 23-Bolgo 13-Yamato-Dirty Pair-TRADE: VHS

Mozzillo, Michael (Artist) (516) 979-7484
11 Grassy Ln, Smithtown, NY 11787
EXPIRES: 8712
ANIME INTERESTS: L Gaim-Urusei Yatsura-Macross-Dirty Pair-TRADE: VHS

Nichols, Ann (602) 378-6596
4844 Sycamore Avenue, Sierra Vista, AZ 85635
EXPIRES: 8712 (R)
ANIME INTERESTS: Toward the Terra-Harlock-Gatchaman-Gundam-TRADE: VHS

Owens, Jason (Modeler-Gamer) (818) 883-1128
24125 Bessemer Str, Woodland Hills, CA 91367
EXPIRES: 8712
ANIME INTERESTS: Macross-Megazone 23-Nausicaa-Arion-Iczer-TRADE: VHS

Pape, Craig (Artist-Modeler-Gamer) (408) 243-7476
508 S Genevieve Ln, San Jose, CA 95128
EXPIRES: 8711
ANIME INTERESTS: Orguss-Megazone 23-Dirty Pair-2 Gundam-M-TRADE: Beta VHS

Penland, Richard (Modeler-Gamer) (408) 379-8989
4861 Northham Dr, San Jose, CA 95130
EXPIRES: 8712
ANIME INTERESTS: Macross-Mospeada-Megazone 23-TRADE: VHS

Perry, Tom (602) 996-2196
3241 E Alhambra Ave, Phoenix, AZ 85028
EXPIRES: 8712
ANIME INTERESTS: Unknown TRADE: VHS

Peters, David (Writer-Modeler-Gamer) (818) 957-0722
5422 Pine Glen Rd, La Crescenta, CA 91214
EXPIRES: 8712
ANIME INTERESTS: Iczer 1-2 Gundam-Volons-SPT Layzner-Org-TRADE: VHS

Reichman, Richard M. (Writer-Translator) (714) 892-4652
5141 Hampshire, Westminster, CA 92683
EXPIRES: 8801 (R)
ANIME INTERESTS: Too many to list here TRADE: VHS

Riddick, David Keith (Writer-Translator) (213) 597-8052
436 Blossom Blvd #108, Long Beach, CA 90814
EXPIRES: 8712 (R)
ANIME INTERESTS: 2 Gundam-L Gaim-Vampire Hunter D-22 Gundam-TRADE: VHS

Ripley, Marc A. (Writer-Publisher) UNLISTED
211 Sir Arthur Ct, San Antonio, TX 78213
EXPIRES: 8712
ANIME INTERESTS: Xabungle-Lupin III-Dr Slump-Volons-Gundam-TRADE: VHS

Sartucci, Peter Unknown
1917 S. Shields Str #R-6, Fort Collins, CO 80526
EXPIRES: 8712
ANIME INTERESTS: Unknown TRADE: VHS

Scharmen, John (Writer-Artist-Modeler-Gamer) (714) 788-0430
325 Maravilla Dr, Riverside, CA 92507
EXPIRES: 8712 (R)
ANIME INTERESTS: Macross-Lensman-Urusei Yatsura-Lupin-Dirty Pair-TRADE: Beta

Schindler, Robin A. (Writer) (818) 749-9598
11316 1/2 Disego Street, North Hollywood, CA 91601
EXPIRES: 8712 (R)
ANIME INTERESTS: Brygar-Vampire Hunter D-Baxingar-Justy-TRADE: VHS

Shaw, Amy (619) 274-6299
3815 Conner Way, San Diego, CA 92117
EXPIRES: 8711
ANIME INTERESTS: Macross-Harlock-Southern Cross-2 Gundam-TRADE: VHS

Shinada, Charles T. UNLISTED
4521 Farinella Dr, Huntington Beach, CA 92647
EXPIRES: 8712 (R)
ANIME INTERESTS: Yamato-Macross-Dirty Pair TRADE: VHS

Shu, Warren (Modeler) UNLISTED
2173 E Dolores Str, Pasadena, CA 91107
EXPIRES: 8711
ANIME INTERESTS: Macross-Megazone 23-Mospeada-Iczer 1-Southern-TRADE: VHS

Siegel, Jeffrey Unknown
PSC Box 6234, APO SF 96519
EXPIRES: 8801 (R)
ANIME INTERESTS: Unknown TRADE: VHS

Smith, Wolf (Writer-Artist-Modeler-Gamer-Costumer) (818) 799-7445
1124 Hope Str, South Pasadena, CA 91030
EXPIRES: 8712
ANIME INTERESTS: Nausicaa-Macross-Megazone 23-Area 88-Mospeada-TRADE: VHS

Song, Kent H. (Artist-Modeler) UNLISTED
P.O. Box 7215, Torrance, CA 90504
EXPIRES: 8711 (R)
ANIME INTERESTS: 2/22 Gundam-Macross Movie-Nausicaa-Dirty Pair-TRADE: VHS

Spiker, Warren (Modeler-Gamer) (408) 244-7791
1141 Lenox Way, San Jose, CA 95128
EXPIRES: 8712
ANIME INTERESTS: Macross-Orguss-Megazone 23-Lensman-L Gaim-TRADE: VHS

Staley, James (Modeler) (405) 399-2679
P.O. Box 248, Jones, OK 73049
EXPIRES: 8801 (R)
ANIME INTERESTS: Yamato-Starblazers-Urusei Yatsura-Macross-TRADE: VHS

Stowell, David Bradley (Gamer) (512) 340-1782
11246 Sir Winston Drive #803, San Antonio, TX 78216
EXPIRES: 8712 (R)
ANIME INTERESTS: Volons-Hokuto no Ken-Dunbine-SSX TRADE: VHS Beta

Swanson, Roger (303) 469-4415
1304 Garfield, Loveland, CO 80537
EXPIRES: 8711
ANIME INTERESTS: Unknown TRADE: VHS

Thiepage, Jack (Writer-Photographer) (512) 834-3020
809 Salem Lane, Austin, TX 78753
EXPIRES: 8712 (R)
ANIME INTERESTS: Macross-Dirty Pair-Orguss-Lupin III-Urusei-TRADE: VHS

Toop, Geoffrey (416) 923-9331
47 South Drive, Toronto, Ontario M4M1R4 Canada
EXPIRES: 8801 (R)
ANIME INTERESTS: Dirty Pair-Macross-Catseye-Dunbine-Z/22 Trade: Beta

Tzuo, Jan (Artist-Modeler-Gamer) (718) 377-1793
1082 E 38 Str, Brooklyn, NY 11210
EXPIRES: 8711
ANIME INTERESTS: Megazone 23-Iczer 1-Fandora-Z/22 Gundam-TRADE: VHS

Uphoff, Joseph (Writer-Gamer) (619) 453-2946
8713 Caminito Abraso, La Jolla, CA 92037
EXPIRES: 8806 (R)
ANIME INTERESTS: TRADE: VHS

Uran, Mora UNLISTED
808 Alice Str #9, Monterey, CA 93940
EXPIRES: 8712
ANIME INTERESTS: Unknown TRADE: VHS

vanOwen, John (Writer-Artist-Modeler-Gamer) UNLISTED
1236 Ohio Str, Redlands, CA 92374
EXPIRES: 8711
ANIME INTERESTS: Megazone 23 Part 2 TRADE: VHS

Villa, David (805) 682-5503
2990 Foothill Rd, Santa Barbara, CA 93105
EXPIRES: 8711
ANIME INTERESTS: Unknown TRADE: VHS

Wallace, Chris (206) 747-7014
15820 SE 50th Str, Bellevue, WA 98006
EXPIRES: 8712
ANIME INTERESTS: Dirty Pair-Megazone 23-Macross Movie-001-TRADE: VHS Beta

Warren, Mark (Modeler-Gamer) UNLISTED
3905 Williams Rd, San Jose, CA 95117
EXPIRES: 8712
ANIME INTERESTS: Macross-Megazone 23-2 Gundam-22 Gundam-TRADE: VHS

Wilkes, Brian (Modeler-Gamer) (408) 996-1613
1893 Kelly Dr, San Jose, CA 95129
EXPIRES: 8711
ANIME INTERESTS: Macross-Orguss-Megazone-Harlock TRADE: VHS

Wilkes, Jason A. (Gamer) (408) 996-1613
1893 Kelly Dr, San Jose, CA 95129
EXPIRES: 8712
ANIME INTERESTS: Macross-Southern Cross-Mospeada TRADE: VHS

Williams, Robert John (213) 424-6497
2520 San Francisco Ave, Long Beach, CA 90806
EXPIRES: 8801 (R)
ANIME INTERESTS: Area 88-Urusei Yatsura-Pink Noise-Hokuto-TRADE: VHS

Wong, Lawrence (Writer) (415) 752-9267
486 14th Ave, San Francisco, CA 94118
EXPIRES: 8712
ANIME INTERESTS: Urusei Yatsura-Lupin III-Dirty Pair-Area-TRADE: Beta

Yakushiji, Glen (213) 222-5364
3422 Monterey Rd, Los Angeles, CA 90032
EXPIRES: 8712
ANIME INTERESTS: Nausicaa-Dirty Pair-Urusei Yatsura TRADE: VHS Beta

THE MECHA

I. RX-178 GUNDAM MARK II

The mobile suit of the colonies of the Federation Army. Built to replace RX-78 GUNDAM (first series).

II. RMS-099 RICK DIAS

The mobile suit that has begun to be used by GANDARIUMU GANMA. The design is from the Rick Doau.

III. RMS-106 HIZACK

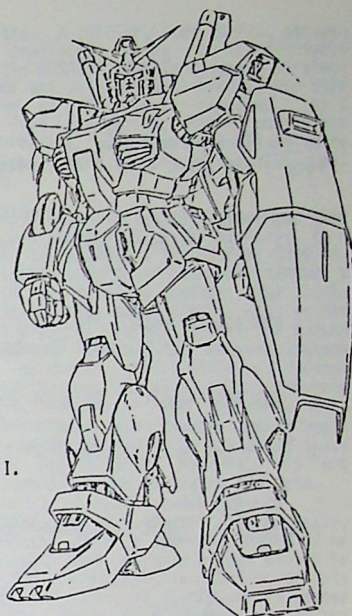
The mobile suit of the Jion (Zion) army. An expanded model of the Zaku. It has begun to be the main mobile suit of the Federation Army.

IV. RGM-792 GM-II

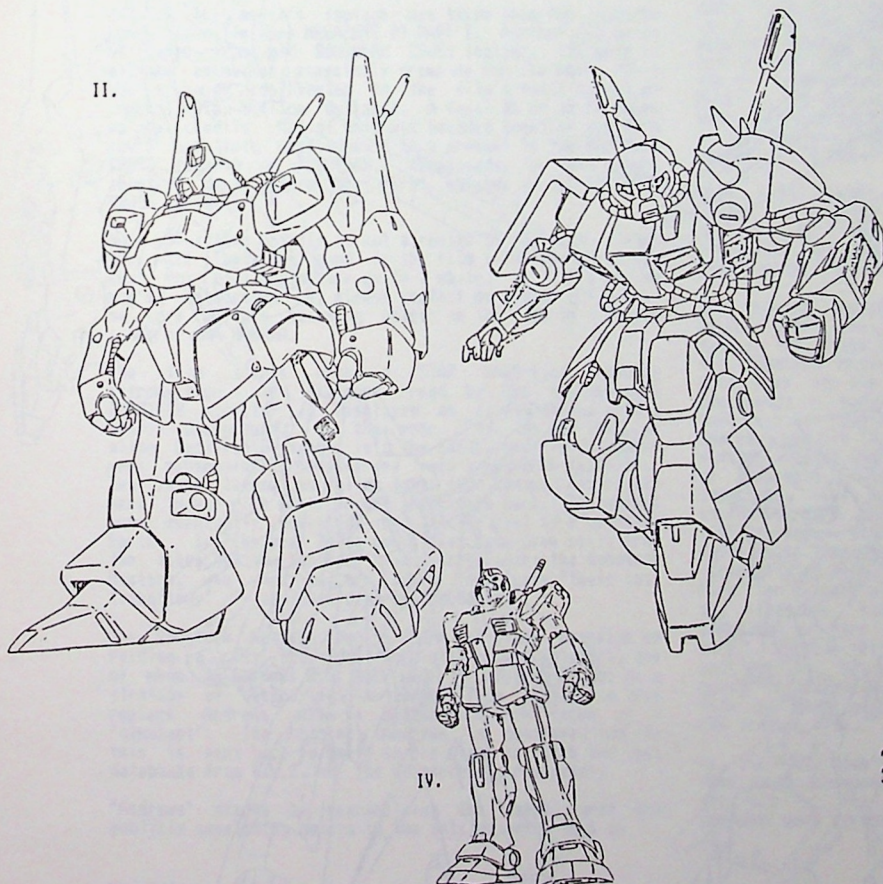
The mobile suit of the Federation Army, an improvement on the GM model. There is the possibility of beginning of mass production at Anaheim and Guripus.

V. RMS-117 GALBALDY-BETA

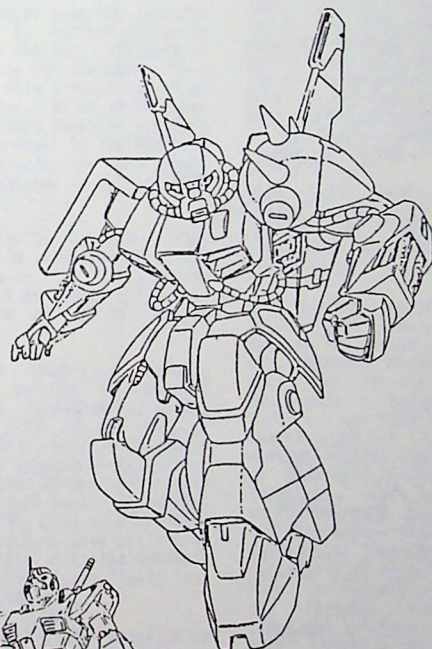
A new model of mobile suit completed by the former colony of Jion (Zion). Its light, mobile characteristics make it costly.



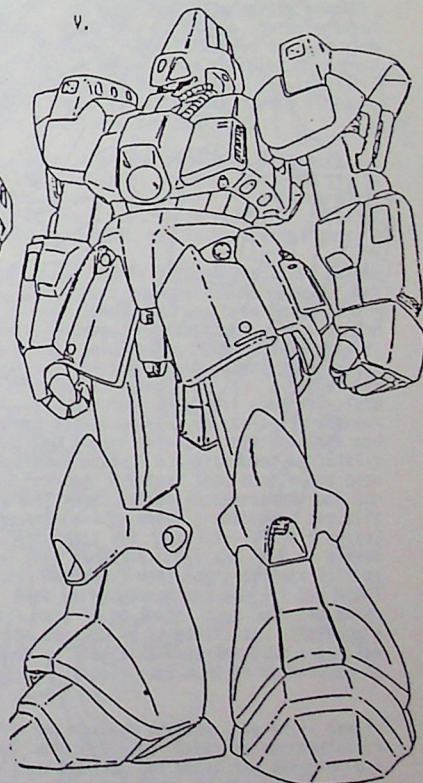
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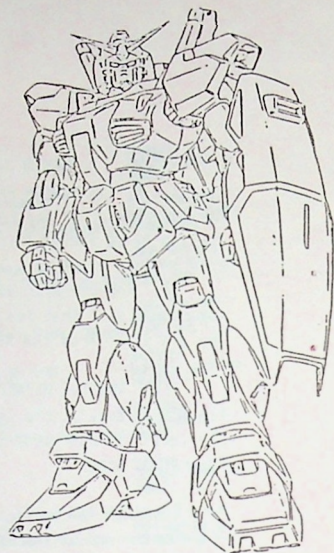


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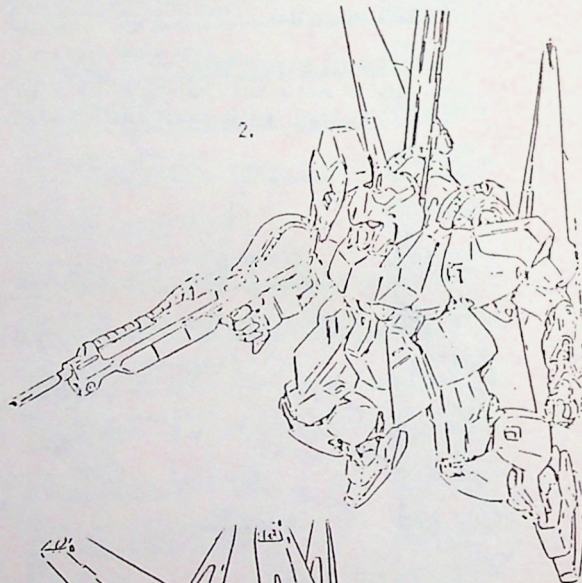
Zeta Gundam Mecha

1. RX-178 Gundam Mk II - The Mobile Suit of the colonies of the Federation Army. Built to replace the RX-78 Gundam Mk I.
2. MSN-00100 Hiyaku Shiki (100 Shiki) - The name of this Mobile Suit means type 100 and it was developed by Anaheim Electronics. Char is the primary pilot.
3. RMS-108 Marasai - Also developed by Anaheim, this Mobile Suit was delivered to the Titans. Gerold is the main pilot.
4. PMX-000 Messala - This convertible Mobile Armor is boasted to have an energy output equivalent to the gravitational pull of Jupiter. Shirokko not only developed it but pilots it as well.
5. MSA-003 Nemo - This is a further development of the RGM-792 GM II Mobile Suit. AEUG uses these because of increased performance.

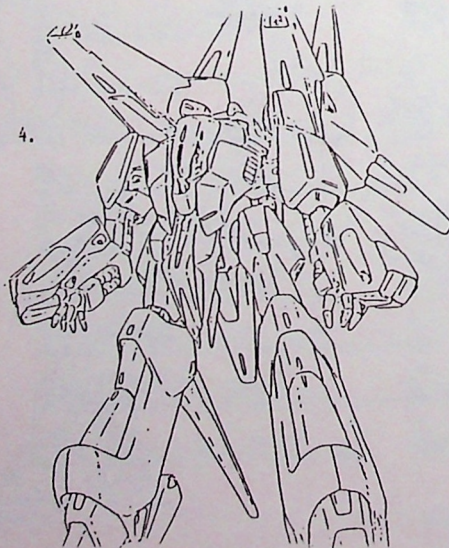
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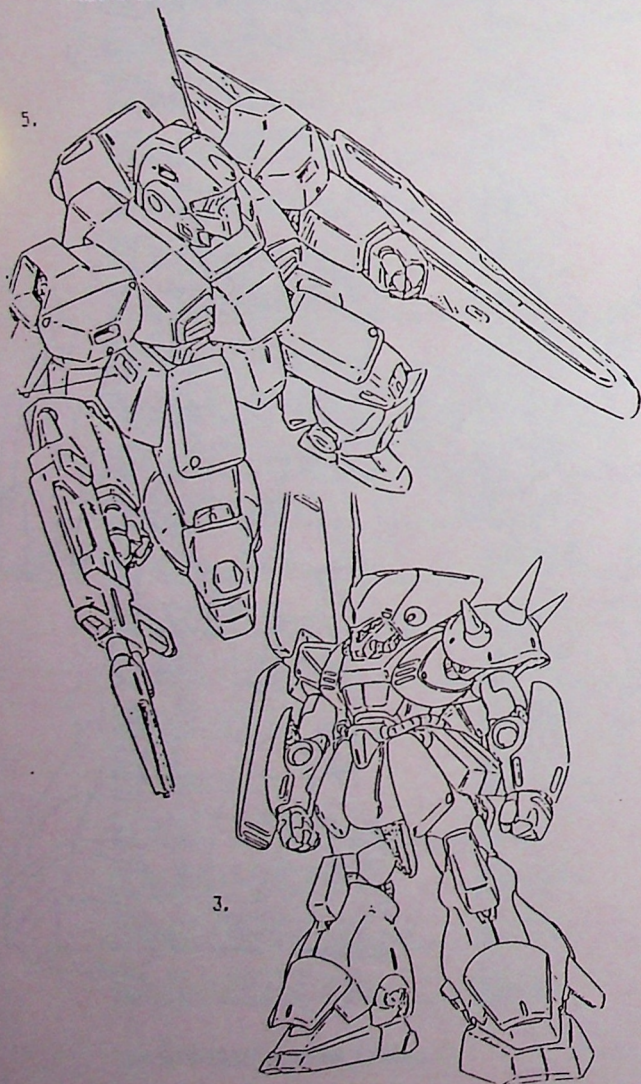
2.



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5.



ROBOTECH THE MOVIE

by Jeff Blend

ROBOTECH: THE MOVIE was test-premiered in Dallas, Texas, starting July 25th, 1986. It played for about two weeks. The film is approximately 75 minutes long and is filmed in Dolby stereo. (Unfortunately, viewers in Dallas couldn't enjoy the nice Dolby stereo because none of the theaters showing the film would take a little extra time and hook up the Dolby. ARRGH!)

60% of the movie's footage was taken from the Japanese home video feature **MEGAZONE 23 PART 1**. Another 20% or so is taken from old **SOUTHERN CROSS** footage. 12% more is all-new animation especially drawn up for the movie (this was a major contributor to the film's total budget of [ouch!] \$10 million dollars). A final 8% or so is taken up by credits. All of this was blended together for this movie and into what amounts to a prequel to the **SOUTHERN CROSS** segment of **ROBOTECH**. (Supposedly the film occurs about 4 days before the first episode of the **SOUTHERN CROSS** series.)

Note that this article is not a review of the film. To go over all that was good in the film (and especially all that was bad) would take quite a while. If it's a review you're interested in, please contact me and/or get a copy of Lory White's upcoming notes on the film in a future issue of **APA HASHIN**.

The film starts with a **STAR WARS**-like opening introduction, as dialogue read by the now-infamous **ROBOTECH** narrator is displayed on screen fading into a starry background. In the year 1999, we are told, an alien battleship slammed into the Earth, and its databanks were subsequently transferred into a research facility. Ten years later, an alien force (the unnamed **Zentraedi**) went to war with Earth to get their data back. The aliens were eventually defeated, but at the cost of a devastated Earth. In the year 2027, new cities have been built from the ashes but now another threat faces Earth: the **Robotech Masters**, who wish to try again to regain "their lost technology" --- and then destroy the Earth.

The **Robotech Masters** begin their military campaign by raiding a city and abducting civilians and soldiers, one of whom is Colonel B.D. Andrews. The Masters decide on a strategy of destroying the enemy from within, so they replace Andrews with a biogenetic twin known as a "simulant". The original Andrews is destroyed and the twin is sent back to Earth in his place to fetch the lost databanks from E.V.E. --- the **Robotech supercomputer**.

"Andrews" starts by quarantining the combat area and publicly squelching rumors to the outside world that an

enemy force has attacked. A soldier, Todd Harris, escapes to a neighboring province, using a transformable motorbike. Known as the **MODAT-5** (Mobile Database Terminal #5 --- the other four are in government hands), the bike is a remote extension of the E.V.E. computer. At a clandestine meeting, Todd passes the **MODAT** on to his friend, Mark Landry, before government agents arrive to eliminate both of them. Mark escapes on the **MODAT**, but Todd is shot and killed.

Mark stashes the **MODAT** away in a safe place and then rushes off to take his girlfriend, Becky Michaels, to a dancing audition. In the meantime, the Supreme Command, headed by our old friends Leonard and Emerson, launches a massive attack against the **Robotech Masters**. The strike fails disastrously, thanks to some timely tips to the Masters on the attack plans by Andrews. Using the fiasco to his advantage, Andrews lobbies the Command to use E.V.E.'s programming for Earth's entire planetary defense system. Andrews prevails and is also given complete charge over the E.V.E. computer. For starters, as a "warm-up exercise", he orders his technicians to begin transmitting E.V.E.'s memory matrix to an abandoned space satellite --- and to the **Robotech Masters**, who are listening in on the transmission and recording the data.

Meanwhile, Mark has been cast in a student film by Kelly, one of Becky's roommates. Mark is somewhat peeved as he realizes he was selected more because of his motorbike stunt work than for his acting abilities, but he accepts the job anyway, figuring it would be a good way to expose the bike to the public. Kelly, with the help of another roommate, Stacy, films Mark and Becky on the **MODAT**, in the process making themselves targets for Andrews and the government.

Mark tries to expose the government cover-up by phoning in to a live talk show and speaking with Eve, the host and a popular singing star. As Mark begins to speak, however, his signal is yanked from the airwaves by government forces (unbeknownst to Mark). Eve continues to talk with Mark as if they were still being aired, keeping Mark busy until he can be surrounded and eliminated. The result is a spectacular highway chase in which Mark barely escapes, thanks to the **MODAT's** transformation abilities.

Mark later sneaks into the TV studio to talk with the singer in person. He discovers, however, that EVE is, in reality, an Enhanced Video Emulation --- a holographic simulacrum produced by the E.V.E. supercomputer. "Great!" sneers Mark. "My only lead turns out to be a video game!"

Out driving around on the **MODAT**, Mark is contacted by the "video game" via the bike's communications system. Eve spills the beans to Mark about what has been going on --- the **Robotech Masters**, Andrews, the invasion, etc. --- and asks Mark for his help. Guiding the **MODAT** automatically, Eve leads a somewhat reluctant Mark underground to the main E.V.E. complex. Once there, he is attacked by Andrews and his lackeys, but Mark does well under fire and manages to get Andrews at his mercy. He confronts Andrews at gunpoint and accuses him of all the dirty dealings and cover-ups. But Andrews does a masterful job of totally confusing Mark by telling him that Todd Harris had been telling weird stories about alien invaders and such for quite some time now and that he would probably be mentally incapacitated for the rest of his life (at this point, Mark isn't aware of Todd's death). All the talk of aliens and invasions, says Andrews, was simple science-fiction invented to lure Mark here underground and get the **MODAT** back. Andrews tells Mark to be smart, hand over the bike, and get out of the mess while he still can. "Nothing's going to happen to me as long as I have the bike...and the film we made of it!" shoots back Mark as he returns to the surface city.

As if Mark didn't have enough problems, he still has to deal with personal difficulties. Becky is successful in her bid for the dancing job, but Roger the director has somewhat more personal plans for Becky at the hotel.

Fortunately, Mark has followed them there and, using the MODAT's surveillance devices, discovers what's going on and "rescues" Becky. While inwardly grateful, Becky still tells Mark to mind his own business. A squabble results, and Becky leaves in a huff.

In the meantime, the Earth forces, personally led by Emerson, engage the enemy in space. But things still don't proceed well for the Terrans as the E.V.E. supercomputer, which is still tied into the fleet's computers and is running the Earth's entire battle strategy, begins to perform erratically and not follow the battle programs. To save what is left of the fleet, Emerson overrides the supercomputer by throwing the flagship's systems into hyperdrive.

Meanwhile, several E.V.E. technicians have become concerned over Andrews' orders to transmit the computer memory matrix to the derelict satellite. Fearing (quite correctly) that the enemy could intercept the transmissions, one of these technicians secretly contacts Professor Embry, Stacy's father and the Minister of Computer Science. After hearing from the technician what has been going on, Embry orders that the transmissions be stopped. Upon learning that Embry has pulled the plug on the transmissions, Andrews is enraged and commences his last resort: total overthrow of the government. His bloody coup is successful, and Andrews (now self-imposed Prime Minister) orders the resumption of the signals...and the carrying-out of some unfinished business....

Mark, Becky, and Stacy discover the results of that unfinished business a little while later in the apartment --- Kelly shot dead and the film of the MODAT gone. "This time I'll make them pay!" swears Mark running back out the door for the MODAT. After he leaves, Stacy gets a call from her father. He tells her that there has been some trouble in the Ministry and he wants her to go away with him for a while until things quiet down. There's a plane waiting for her at the airport....

Chaos reigns in the streets as Mark tears the MODAT through the city, zooming towards the computer complex --- and Andrews, who is in the middle of a staff meeting. There it is determined that Professor Embry could still possibly regain control of E.V.E. from the main Alaskan base. Andrews orders his men to find Embry and eliminate him for good.

Mark encounters Andrews' Battloids waiting for him underground, but Mark gets past them and penetrates inside the main E.V.E. computer core structure. The MODAT's power reserves, however, are beginning to run dry and, by the time he meets Andrews in his robot, he doesn't have a chance. Andrews soundly beats the crud out of Mark and the MODAT and leaves him for dead.

Stacy says her goodbyes to Becky and leaves their apartment in a chauffeur-driven limousine. Unknown to her, she is being tracked by Andrews' men.

Inside the battered MODAT, Eve urges Mark to wake up and head for the airport immediately to save Embry and Stacy. The MODAT is useless junk now, but Eve has readied a fighter plane at a nearby hangar for Mark to use. Getting past the guards stationed there, Mark takes off in the fighter, blasting up through the street pavement. At the apartment, Becky sees the strange plane headed for the airport. Fearing for Stacy, Becky runs off for the same destination.

E.V.E., in the meantime, is trying to turn the tables on Andrews' dirty work by supplying the startled Supreme Command with detailed schematics of the enemy fleet and their possible weak spots. The Supreme Command is not sure it can trust the data, given all the problems that E.V.E. has been having, but it seems that they have little choice. A major offensive is now under way, and the enemy battleships have entered the atmosphere to take the battle to the surface itself.

Stacy finally arrives at the airport, where her father greets her. The moment now at hand, Andrews orders his men to move in immediately. The plane is surrounded and Andrews is ready to blast Stacy and Embry to dust when Mark appears in the nick of time. Andrews shoots up Mark's fighter, and Mark ejects via Battloid just before the plane crashes.

A strike force is organized to attempt to penetrate the Robotech Masters' deflector screens and hit the computed weak point. The drop of Battloids is successful, and the mecha seeks out, finds, and hits the target. Thanks to the E.V.E. data (and a lot of SOUTHERN CROSS footage), the battleship fleet is crippled and crashes to the ground.

Back at the airport, Mark takes on Andrews' lackeys in their respective Battloids. He fights through them easily and attacks Andrews' own Battloid. It's a fight for a while, but once again Mark gets Andrews at his mercy --- only this time there will be NO mercy. "I've got a message for you from Todd and Kelly!" snarls Mark as he finishes off the screaming Andrews.

The rest is mop-up as Mark's Battloid carries Stacy and her father from the burning wreckage. Becky finally arrives to greet Mark as the scene fades out for the ending credits. The Robotech Masters have been defeated...for now.

THE END

ROBOTEC THE MOVIE. A Harmony Gold presentation. Distributed by Cannon Releasing Corporation. Rated PG. Produced by Ahmed Agrana and Miura Toru. Directed by Carl Macek and Ishiguro Noburo. Screenplay by Ardwright Chamberlain based on a story by Carl Macek. Production supervisor: Alan Letz. Executive producers: Frank and Jehan Agrana. Orchestral score by Ulpio Minucci and Arlon Ober. Music by Three Dog Night, JoAnn Harris, Michael Bradley, and Gigi.

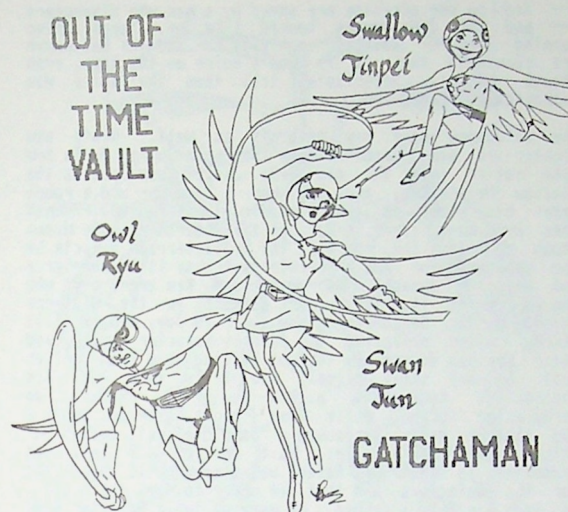
CAST:

Mark Landry --- Ryan O'Flannigan
Colonel B.D. Andrews --- Greg Snow
Becky Michaels --- Brittany Harlow
Eve --- Muriel Fargo
General Leonard --- Guy Garrett
Commander Rolf Emerson --- Jeffery Platt
Kelly --- Penny Sweet
Stacy --- Wendee Swan
Professor Embry --- Merle Pearson
Robotech Master --- A. Gregory
Robotech Master --- Guy Garrett
Todd Harris --- Don Warner
Nick --- Anthony Wayne

A big thanks here for BOB MILLER, whose review of the film for the fanzine COMLINK was a big help in this synopsis and for LORY WHITE and CHRIS MARAVILLA, who offered nice information and support.



OUT OF THE TIME VAULT



by Pat Munson-Siter
Earlier version appeared in APA HASHIN #2

[Many members of the C/FO probably received their introduction to Japanese animation by way of the American translation of GATCHAMAN, BATTLE OF THE PLANETS. The original Japanese version lacked many of the "features" of the American translations. There is no 7-Zark-7 in GATCHAMAN, the episodes all take place on Earth in the 2000 to 2010 time period, and people actually die in the series. Just because you've seen BATTLE OF THE PLANETS doesn't mean you've seen GATCHAMAN. Sandy Frank's translations took much of the meaning out of the series and the additional animation (obvious because of its poorer quality) he added did not help the show. The rumor mill says that a new translation to be called G-FORCE is being done by Fred Ladd for the American market, so this may be a good time to look at the source material, the original Japanese GATCHAMAN series and see exactly what there is to work with. This article covers the first and second seasons of Gatchaman, a total of 158 episodes. Perhaps the third season can be covered in a later OUT OF THE TIME VAULT article-RSS!]

CHARACTERS:

Dr. Nambu, chief of the International Science Organization (ISO), discovers that the Galactor Syndicate, a secret organization that took over the old Mafia after World War III, plans to conquer the world. He organized and trained a group of five youngsters to become the Scientific Ninja Squad Gatchaman. The five are:

G-1, Ken Washio, 18 years old at the beginning of GATCHAMAN. His bird-style is Ken the Eagle (and Washio=Eagle). Ken's father, Kentaro Washio, faked his own death when Ken was very young and became the captain of Red Impulse. (He died about the middle of the first season while defeating one of the Galactor schemes.) Ken was adopted by Nambu when his mother died. The Eagle is the leader of the Gatchaman Squad. Ken is a pilot for a small charter airline in his off time. He pilots the Eagle Sharp, a supersonic jet fighter.

G-2, Joe Asakura, 18 years old at the beginning of GATCHAMAN. His bird-style is Joe the Condor ("Condor Joe"), and his real name is George Asakura. His father, Joseph Asakura, was a Galactor chieftan who decided to go straight. He and his wife were killed by a Galactor assassin for his "treachery", and young George was seriously injured in the attack. Dr. Nambu was on the

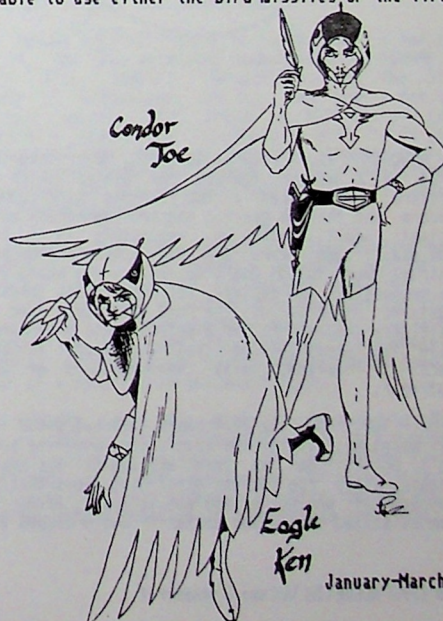
island at the time and rescued the boy, issuing a fake death certificate in George Asakura's name so he could safely spirit him away under the name of "Joe". The nick-name has stuck over the years. Joe is a race car driver in his off-time. His vehicle is a modified race car with an automatic cannon known as the "Condor Machine".



G-3, Jun, 16 years old. Her bird-style is Jun the Swan. She is an orphan, half-American and half-Japanese. She was Jinpei's foster mother at the orphanage when Nambu adopted both of them. She owns a small discoteque and grill known as the "Snack J". Her vehicle is the Sonic Cycle, armed with a rocket launcher.

G-4, Jinpei, 10 years old. Jinpei the Swallow, he is also an orphan whose real name and parentage are unknown. He works as a cook and dishwasher at the "Snack J". His vehicle is the Hellico-Buggy, a small multi-terrain tank with flight capability.

G-5, Ryu, 17 years old. Ryu the Owl's parents are still living. He comes from a small fishing village in northern Japan. He runs a small yacht harbor in his spare time, and his vessel, a hovercraft, stays on the bottom of the harbor when not in use. The hovercraft forms the main body of the Gatchamen's GOD PHOENIX when all five machines are integrated together. All five must be united for them to be able to use either the bird missiles or the firebird effect.



GATCHAMAN STORYLINE

In the first series [there are three: GATCHAMAN, GATCHAMAN II and GATCHAMAN FIGHTER---RSS], the Gatchamen come into play when the Galactors begin to move openly, using their animal mecha to menace the world. As time goes on, they and Dr. Nambu learn more and more about Galactor and Berg Katse, the leader of the Syndicate. Towards the end of the season they discover that Katse is the captain of Sosai X, an alien who arrived on Earth many years before and created Katse from fraternal twins (which is why Katse is both male and female) to lead the Syndicate. Sosai X intends to conquer Earth and add it to the empire that his home planet, Selectro, has been building. Joe is badly injured at least twice during the season, and although he doesn't know it until the last few episodes, his transformation bracelet is damaged - every time he uses it he is subjected to radiation and is developing a good case of radiation poisoning. The effects of this are seen several times in the later episodes, with Joe experiencing dizziness and double vision at times. In the last two episodes, he is captured by Katse, tortured and shot. It is his final escape that enables the other Gatchamen to find Katse's main base, and his dying speech to his comrades is one of the key sequences in the first season. In the last show, the Syndicate is brought down and Katse suicides; X leaves the Earth when he learns that Selectro has been destroyed.

Although not formally stated in the series, another planet which opposed Selectro gave Nambu the technology for the transformation of both the machines and the Gatchamen's battle suits and the key to the firebird effect for the GOD PHOENIX.



In GATCHAMAN II, X returns to Earth, determined to use our world as a weapon against the planet which destroyed Selectro. He takes a two-year-old girl named Sally Pandora and through genetic engineering makes her into an instant adult with an incredible IQ - but still emotionally two years old (as witnessed by her temper tantrums when things don't go the way she wants them to!) She becomes his new captain, Gel Sadra. She takes over the remaining elements of the old Syndicate and with X's assistance makes Galactor a potent force once more as they build the installations that will propel the Earth into space to collide with the homeworld of Selectro's destroyer.

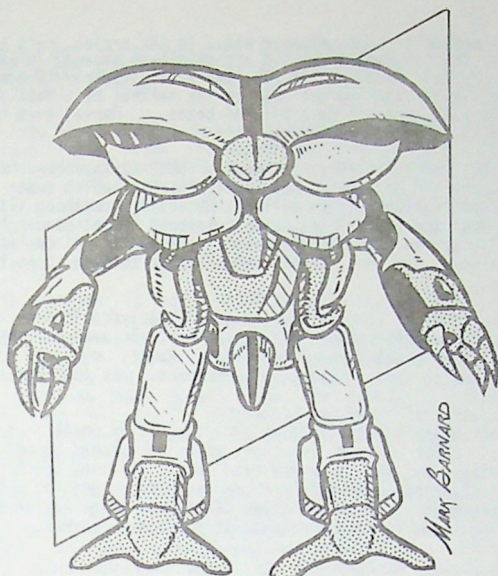
Nambu, ISO, and the Gatchamen have not stood idly by in the meantime, despite the team's long mourning period over Joe's death. But as they act against the new Galactor menace, they run across disturbing signs that raise the question of whether or not Joe is really dead. They find enemies killed by feather darts --- Joe's weapon of choice

--- and on one occasion are saved by a man who disappears --- and who Jun swears looked like Joe. Tapes arrive warning them of Galactor activity --- and the Gatchamen are convinced that it is Joe's voice on the tape, even though Nambu's scientists tell them the voice was mechanically reproduced.

The Gatchamen have new machines as well. Ken's new fighter is even deadlier than the Eagle Sharp; Jun's new bike faster than the old G-3; Jinpei now pilots the Swallow Helicopter, and Ryu has a tank --- and a robot takes his place at the controls of the new GOD PHOENIX when Ryu must leave. During the fourth episode Nambu shows up with the new G-2, the multi-terrain vehicle he had designed for Joe. He intends to use it to counter a new Galactor menace. As Nambu and Ken argue over who should drive it, they hear someone in the distance whistling the Gatchamen theme...it is Joe, who IS still alive. After defeating the current Galactor menace (and after Ken has decked him for not letting them know earlier that he was still alive), Joe tells them that his unconscious body was picked up by Dr. Rafael, an ex-Galactor doctor, while they fought Katse and Sosai X and that Dr. Rafael performed a "very difficult operation" which saved Joe's life. What Joe doesn't tell his teammates is that Dr. Rafael was a cybernetic specialist for the Galactors and that, in order to save Joe's life, he made him into a cyborg. As many of their Galactor foes during the first season were cyborgs, Joe is understandably reluctant to tell his teammates the truth. Plus, he feels he is no longer really human due to the cybernetic components that now keep him alive. (Emotionally, Joe is a wreck at this point, even more of a cynical loner than he was before - but due to his great strength, he has had to learn to control that temper of his...) As the second series goes on, the team becomes somewhat suspicious as Joe does things a normal person, even one of the other Gatchamen, wouldn't be able to do: tear parts off tanks, run through fires unhurt, etc. However, it is Dr. Pandora (yes, you've seen that name before), a female scientist who is Nambu's new assistant, who has the clinical detachment to see through these things and discern the truth. She is also a cybernetic specialist. After Dr. Rafael is killed by the Galactors, it is Pandora who helps keep Joe going. It takes a few episodes for the team to adjust and then convince Joe that they still think of him as their brother and not a freak. It is only with their help that Joe eventually adjusts to what has been done to him.

The war between the ISO and Galactor continues. Eventually Gel Sadra meets Pandora and cannot understand her own reactions. By this time Gel Sadra is starting to mature a little and to question X's motivations. She investigates and discovers that Dr. Pandora is her mother. About this time X decides that Dr. Pandora is a danger to him and has her abducted; then has her killed. Not only does this thoroughly piss off the Gatchamen but with the traditional Japanese love for villains discovering the path of righteousness, Gel Sadra turns against X and helps the Gatchamen defeat him. She is mortally wounded in the process (and Joe and Ken are hurt pretty badly too). In the final moments of the final episode we see Gel Sadra's body return to its real age and her spirit leaving its body and joining her mother. The two "ghosts" walk quietly skyward on a sun beam, hand in hand, as the Gatchamen watch.

1977
C/FO
1987



X GUNDAM BACKGROUND

[The following history and background material were submitted by C/FO member George Pruitt in relation to a series of original GUNDAM stories he is writing. We would like your response as to whether or not you would like to see the stories in future issues of the NEW C/FO BULLETIN---RMG]

HISTORY: During the third space conflict (22 Gundam), both the AEUG and Axis forces realized that they were running low on both manpower and resources as the battle began to take its toll. After a truce was called and both sides realized that continuing the war would be a no-win situation for either side, they called a permanent halt to the fighting and formed a new federal government. With this accomplished, the first priority was to rebuild society. This done, mankind turned its attention to the colonization of the other planets in the solar system. The next logical step would be to explore the nearby stars. A recently discovered open star cluster (which had been hidden by dust clouds) was selected for exploration. For five years the scientific community worked to create a ship that would be capable of carrying man's first explorers to the stars. The ship was christened the *AGHAMA II*. The *AGHAMA II* was equipped with special engines for travelling up to three times faster than the speed of light. She was also equipped with phaser weaponry and an energy shield for self-defense. For added protection, the *AGHAMA II* carried a modified Gundam robot which carried special built-in weaponry. The ship herself was semi-automatic, with most functions controlled by the ship's computer since the crew would consist only of six specially trained people. As the ship neared completion, the scientific and military communities fell to squabbling over who would furnish the crew for the ship. Finally, the Federation government decided to settle the matter; one member from the military would go to pilot the Gundam robot and the rest of the crew would be civilian. With the crew selected, the voyage of the *AGHAMA II* began: her mission, to explore the newly-discovered open cluster for a three year period and then return to report their findings.

THE OPEN CLUSTER: The open cluster that the *AGHAMA II* is to explore has an already established society. The cluster itself consists of 12 occupied star systems, 15 star systems with colonies, and 20 unexplored star systems, unexplored because most of the inhabitants do not consider them to be worth bothering with. The inhabitants have already developed a form of space travel, but the most

advanced spacecraft are controlled by the ruling government, the Central Galactic Government (or the CGG) or by private enterprises such as the Drellus Corporation (which uses them to carry personnel to distant systems in a short period of time). Various mercenary forces are employed by the corporations, or by anyone who can pay them, in order to settle disputes by force. This is especially true of the Drellus Corporation which likes to use brute force and bribery to gain control of certain areas of planets and to scare off rival corporations. The CGG does not get involved because they feel that these are "private wars" to be settled among the corporations themselves.

MOBILE SUIT GUNDAM M: The Gundam M was specially designed for this mission and is the most advanced mobile suit yet built. Its engines enable it to fly at Mach 2.5 for short periods of time, it has a built-in gatling gun system mounted on the left side of its head which is equipped with a thermal IR sight mechanism, encased in a turret that swings 180 degrees: left and right and up and down. A missile launcher is encased in the left forearm and each missile can be guided to its target by IR signals. In the right forearm is a pulse-beam blaster, its beam capable of demolishing a building with one shot. In the shoulders are mounted devices for detonating the warheads of incoming rockets and missiles.

THE CHARACTERS:

JONATHAN STAX (Age 31): Captain Jonathan Stax is the primary pilot of the Gundam M and is also a military engineer. Well-trained in survival and other subjects necessary for the mission, he was selected to go, but an accident nearly stopped him. He was burned over 80 percent of his body during training. In desperation, the military allowed a group of physicians to use a new type of synthetic skin on him to allow him to go. However, an accident occurred at the lab where the skin was being created; a bonding chemical got into the formula by accident. When the skin was applied to Stax's body, not only did it enable his body to heal quickly, but it also increased his body density, giving him increased strength, enabling him to lift 12 tons. As his right arm was completely destroyed in the accident, it was replaced with a bionic arm which has the strength of a bulldozer. When Stax was a young officer, his family came to see him, but were killed in a shuttle accident. Ever since, he has kept to himself, doing his job but not associating too much with others. He prefers to create rather than to destroy and being an engineer gives him the opportunity. But as a soldier he can be a dangerous enemy --- both inside a mobile suit and on his own.

KELVIN JORDAN (Age 31): While he is secondary pilot of the Gundam M, the semi-automated workshop of the *AGHAMA II* is Kelvin's true domain. Graduating from the Side 5 Institute of Technology, he was the choice for ship's maintenance expert. Not satisfied with the way some of the vessel's mechanisms function, he will try to improve them whether they need it or not, and any device not bolted to the floor, he'll work on. His intelligence is only matched by his curiosity and he also has a habit of building weird gadgets.

DELLA STANNIS (Age 30): A strong-willed biology expert, she also runs the *AGHAMA II*'s medical section. She accompanies Jonathan on exploratory missions. After seeing his abilities in action, she gave him the nickname "Gundam Junior", a name everyone on the ship calls him at least some of the time (Jonathan isn't too crazy about it). Very caring toward injured people, Della used to be director of a hospital in western Europe.

MOGOBI KENGURU (Age 28): Born in Mozambique, Africa, Mogobi is the pilot of the *AGHAMA II*. He is a former test pilot and an expert navigator. As a boy he was raised on a farm and, as he was selected for the crew early enough to influence the ship's design slightly, he had a special area of the *AGHAMA II* modified to grow plants and food;

eventually he plans to raise a whole orchard onboard the ship! He spends most of his time studying soil samples brought back from exploration missions when not piloting the ship.

NAGOYA KOBASHI (Age 35): Nagoya is the commander of the AGHAMA 11. A former flight instructor from Side 5, he sometimes accompanies Jonathan and Della on exploration missions, but spends most of his time recording the ship's log or playing chess with the ship's computer. He commands the mission and often speaks on the crew's behalf when dealing with members of the CGG (when they think they can ask the AGHAMA to perform some task for them that might prove dangerous to CGG officials).

ARETHA BAINES: The AGHAMA's communications and electronics expert, she graduated from Side 5's Institute of Technology. She likes to build computers out of spare parts and her hobby is creating holograms. She prefers a laid-back lifestyle and likes to listen to jazz music.

DEKE URMAN (Age 18): A member of the Rocillian military cadet corps, he was added to the crew at the request of the Rocillian government. He has no living relatives. He is taken aback because Stax does not act like a military captain at times, but after a while, gained great respect for Jonathan. Sometimes his overeager attitude gets him into trouble, but he is willing to learn from new experiences. He is often in the company of Jonathan concerning military matters.



ANIME IN REVIEW

TRANSFORMERS THE MOVIE
reviewed by Barbara Edmunds

TRANSFORMERS THE MOVIE. Starring the voices of Leonard Nimoy, Orson Welles, Robert Stack, Eric Idle, Peter Cullen, Judd Nelson, and Chris Hatten. Produced by Marg Hoesch, Lee Gunther, Nelson Shin. Music by Stan Bush, Vince DiCola, Scott Brothers Records. A Marvel/Sunbow DeLaurentiis Enterprises release. Animation by Toei Doga and AKOM (Korea). Rated PG. Running time: 86 minutes. Released: Summer 1986. Video released: February 1987, \$39.95.

Complain as some may, this feature was good, although parts were too intense for younger fans (try taking two nephews aged 4 and 5 and see what I mean). Toei Doga went way out for the first 30-40 minutes of the picture, then AKOM took over and you could tell that the animation wasn't as smooth as before.

The story was simple: good against evil, then evil meets nastier evils and finally all evils gang up on the good. There were two parts that didn't seem right to me, however...

First, Optimus Prime just kind of gave up. I'm a fan of the series (and, sad to say, the Marvel comic --- the UK version of the latter is far better than ours, by the way), and Optimus Prime would have kept after ol' Megatron and having such a little thing as a piece of metal in his

side wouldn't have stopped him. In the series, he's had worse things happen to him and he always managed to make it. Marvel just wanted to get a new leader. (Rodimus Prime isn't working out well in the series, he's dull and boring and doesn't do a hell of beans... Marvel even has plans to bring Optimus back.)

Second, Unicron. Unicron was a HUGE transformer of a monster --- he ate moons for lunch, but had no armor to fend off attacks from within. Naturally something (like Dinobots and other transformers) managed to get "under his skin" (so to speak). This is so obvious an attack, it's surprising Unicron lasted long enough to make it to the movie.

I don't want to give you the idea that I didn't like the movie, I did (I've seen it five times). I loved the music --- heavy metal and Weird Al Yankovic, what could do better with heavy metal transformers. It just had its flaws.

If you haven't seen it, give it a try, it IS worth a look. If it never played in your area, it should be out on videotape by the time you read this. It's top notch (by U.S. standards anyway) --- we seem to be getting a tad better with our anime (even if we have to go out of the country to do it) and stories. It's a start, anyway.

ANIME-ZINE #1
Reviewed by Randall Stuke

ANIME-ZINE is edited and published by C/FO member Robert Fenelon with design and art direction by former C/FO member Luke Menichelli. It has a color cover on glossy paper and 24 interior pages on lower-quality paper (but it is definitely NOT newspaper as one person had described it to me). **ANIME-ZINE**, PO Box 4912, Clifton, NJ 07015-4912.

The first issue of **ANIME-ZINE** has a 10 page article on **MEGAZONE 23** --- basically a plot synopsis (by Mary Kennard, Jean Dewey, and Vince Richards), a 7 page article on **NAUSICAA** by Nei Mo Han, and a 7 page article on **Godzilla** movies by Frank Emery Strom. All of these articles are well-written, well-illustrated, and, as far as I can tell, accurate. At two dollars it is a good value if you are looking for information on **MEGAZONE 23**, **NAUSICAA** or **Godzilla** movies.

ANIME-ZINE is definitely worth the price to an anime fan, at least judging by its first issue! My only complaint about the first issue is the lack of timeliness of the articles. I would like to see at least some information on new anime as it comes out in Japan --- almost everything discussed in **ANIME-ZINE #1** is at least a year or two old!

Unfortunately you may have a hard time finding **ANIME-ZINE**. Although Robert was apparently aiming to get it distributed by comic book distributors, I haven't seen it on either Glenwood or Capital City's order forms (the two distributors we use at **THE GREAT EXCHANGE** here in San Antonio), so I would guess that he hasn't succeeded yet (Capital City prides itself on carrying just about everything, too). But you should be able to get a copy from the publisher, I would guess.

The one thing I would not do --- at this time, at least --- is subscribe. Although the subscription rates seem quite reasonable (\$10.00 for FIVE issues), no frequency of publication is listed. The first issue was at least SIX months late, I would wait to see if **ANIME-ZINE** can come out on some type of regular schedule before subscribing to it. (I should admit that late and irregular items are a personal no-no with me, I can't stand professional or semi-professional publications that are, even occasionally, more than a month or two late or fan publications that are regularly more than a couple of months late --- if you don't have this problem, go ahead and subscribe.)

ANIME FANZINES & APAS

by Randall S. Stucky

If you haven't noticed, even with the approval of the club Bylaws and the re-appearance of official club publications, the C/FO has a big problem: the membership of the C/FO is still scattered throughout the country. Many members are isolated from other members and anime fans. Our more isolated members often have a hard time staying in touch with each other and with getting information about their hobby.

This problem is not limited to anime fandom, other types of fandom have had this problem as well. Science fiction and fantasy have not always had the huge followings they have today. Early science fiction/fantasy fans were probably as few in number as anime fans today (I only hope we show as much growth over the years). SF/F fans developed two fairly affordable methods for staying in touch with each other: the fanzine and the amateur press association.

Early science fiction was published in magazines, not in books as it is (for the most part) today. Fanzines were simply FAN-produced magazines. The early ones were true labors of love, often reproduced by means of a hectograph (a truly horrible means of reproduction involving a special gelatin), that published fiction by aspiring writers, articles on science, fan-reviews of professional stories, humor and the like. Although the C/FO-Bulletin you hold in your hands at this moment is printed by a far more readable method than hectography, it is still a fanzine. The newsletters put out by some of the C/FO's local chapters are fanzines. Fanzines are still produced as labors of love and are not designed to make their producers any money (those that ARE designed to make money are now called "semi-pro" magazines).

Amateur Press Associations (commonly called apas) grew out of the fanzine phenomenon as a means of distributing fanzines. A group of fanzine publishers would get together, send a number of copies of their small fanzines to a collator who would staple them together and mail them out to the various members of the apa (that is, those fanzine publishers who contributed copies of their fanzines). Although there still are some apas that serve the same purpose today, the concept has evolved over the years. Members of an apa today send their contributions (tribs for short) to the apa's OE (Official Editor, a nice official-sounding name that means collator) who binds them together in some manner and mails them off to the membership. Doesn't sound too different from the original, does it? The difference is in the content of the tribs; although most people give their trib a fanzine-like name, the tribs seldom bear any real resemblance to a fanzine anymore. Instead, apa members trib fiction, translations, artwork, comments on other peoples' fiction/translations/artwork, news, general chatter, etc. The best way I've found to describe a modern apa is a running written group discussion with some fiction, art, translations, etc. thrown in for good measure.

Besides being a lot of fun, apas have two major points in their favor. First, apas are a relatively inexpensive way to communicate. Yes, you do have to make 20 or 25 copies of your trib, but you only have to write it once (one "letter" as opposed to 20 or 25 separate ones) and you have to pay postage, but compared to long distance phone bills, an apa habit is cheap. Second, the members of an apa generally get to be very good friends (to the point where a new member of a long-running apa may even feel like an outsider for a few issues). If you write fan fiction, draw fan artwork, or translate, apas are great --- you get feedback on your work almost immediately from the other members, something you do not get from most fanzines.

Most apas have a hard core of regular members and a small

group of people who come and go. Joining an apa --- especially a long-running, popular one --- can often take some patience. Almost all apas have a membership limit (to keep the copying costs within reason) and if there aren't any openings at the moment, your name gets added to the "wait list" --- the list of people who want to join the apa. These lists can grow long on the more popular apas, I know of several apas where it often takes over a year for one's name to trickle down the wait list.

Fortunately, there has been a mini-explosion of new anime-related apas run by C/FO members in 1986, so if you want to give an apa a try, you should be able to do so. The OEs of the following apas are C/FO members, although in no case (that I know of) are the apas strictly limited to C/FO members. I hope you will consider trying an apa. They are a great way to communicate, make friends, and (even) learn something about anime. They are a relatively inexpensive way to get involved --- even if you are in the middle of nowhere.

Apas are not trouble free, however. Occasionally apas are torn apart by internal feuding and name-calling. Just like in the real world, not everyone can get along with everyone else and fights between members can and do break out. Unfortunately, even the world of fandom is not perfect. Many of the OEs of the newer crop of anime apas have been in apas that were torn apart by feuding and/or name-calling and have decided to try to limit the chances of such things happening in their apas by having a few rules and threatening to take a black magic marker to insults and feuds!

The following apas have at least a few openings for members (or a very short wait list) as of this writing. You'll need to understand a few terms before you will be able to understand these apa listings.

COPY COUNT: The number of copies of each page of your letter/zine/story/art/whatever that you have to print up and send to the OE. This will often vary from issue to issue. Some OEs are willing to print up your trib for you if you pay the copying costs, which is great if you live in an area where the cheapest copies are 15 cents a page and the OE can get them printed for 6 cents a page.

FREQUENCY: How often the APA is published. Most apas are bi-monthly (once every two months).

MINAC: The "minimum activity requirement", or how often and how much you have to contribute to remain a member.

PUBLICATION POLICY: OPEN - The OE will include just about anything a member sends in. **RULES** - The OE has established a few rules on what can and cannot be included, these rules often prohibit things like personal attacks, politics, and/or X-rated material, but the rules vary from apa to apa.

Be sure and write the OE of any apa you are interested in first to find out the latest information, DON'T just send in some material. And when writing, please include a Self-Addressed Stamped Envelope!

GENERAL INTEREST APAS

The following apas cover animation in general, with no particular emphasis on any one show, feature, or series.

C/FO-APA

This apa is just mailing out its first issue as this bulletin goes to press. It is general animation oriented and its OE is a knowledgeable anime fan whose article on PATALLIRO appeared in the last issue of the C/FO MAGAZINE.

COPY COUNT: 15 **FREQUENCY:** Bi-monthly
PUBLICATION POLICY: RULES **MINAC:** 4 pages every two months

OE: Mary Kennard

252 Beechurst Ave, Morgantown, WV 26505

COMMENTS: This apa has been in the planning stages for

over a year now. Mary is a veteran of several apas and the C/FO-APA should turn into a great apa once it gets a few more members and a few issues under its belt. Join now and get in on the fun. Absolutely no politics allowed.

APA-HASHIN

This apa is the veteran of this lot, its fourth issue was mailed out in late December. While it is aimed at anime in general, it tends to stray into general science fiction/fantasy on occasion. Translations and/or info guides on series have appeared within its pages.

COPY COUNT: 20 FREQUENCY: Bi-monthly
PUBLICATION POLICY: RULES MINAC: 1 page every issue
OE: Randall S. Stukey

4122 Tallulah, San Antonio, TX 78218-3452

COMMENTS: Uhhh, this one is mine, so what can I say other than everyone is having a good time?! Absolutely no politics or personal attacks.

ANIME AND MANGA APA

The purpose of this proposed apa is to provide amateur artists and writers in the C/FO a forum to share their anime-related works (i.e. original stories [illustrated or otherwise], artwork, etc.)

COPY COUNT: 10 FREQUENCY: Bi-monthly
PUBLICATION POLICY: RULES MINAC: 1 page every issue
OE: Paul Sudlow

SPO, Sewanee, TN 37375

COMMENTS: This seems to be more of a "workshop" apa than a social apa. Note that Paul specifically states "don't be afraid of participating because you think your work isn't up to 'professional standards'; it's not expected to be".

SPECIAL INTEREST APAS

The following apas are generally dedicated to one specific series or genre of animation.

BIRD SCRAMBLE: The Gatchaman/Battle of the Planets Apa
As the name implies, BIRD SCRAMBLE is an apa for fans of the GATCHAMAN series or its Americanized counterpart BATTLE OF THE PLANETS.

COPY COUNT: 25 FREQUENCY: Bi-monthly
PUBLICATION POLICY: RULES MINAC: 1 page every issue
OE: Pat Munson-Siter

9238 B Lincoln, Ellsworth AFB, SD 57706

COMMENTS: BIRD SCRAMBLE just published its third issue in December and only has 3 openings left (as of this writing). BIRD SCRAMBLE is a huge apa (150+ pages for an average issue). As might be expected from the subject matter, BIRD SCRAMBLE has attracted many long-time anime fans who quickly filled its ranks.

CALL OF THE LENS

This is another new apa that will be publishing its first issue as this bulletin goes to press. CALL OF THE LENS is an apa dedicated to the works of E.E. "Doc" Smith that will concentrate on the LENSMAN series (the movie, the anime series, AND the original SF books).

COPY COUNT: 15 FREQUENCY: Bi-monthly
PUBLICATION POLICY: RULES MINAC: 1 page every issue
OE: Pat Munson-Siter

9238 B Lincoln, Ellsworth AFB, SD 57706

COMMENTS: If you are a LENSMAN fan of any type, give this apa a try. Years ago, your columnist was OE of VORTEX BLASTER (a long defunct Smith/LENSMAN apa) and a great time was had by all. With the anime movie and series to add to the discussion, CALL OF THE LENS should be even more fun.

MOBILE SUIT: The Gundam Apa

This is a newly-proposed apa designed mainly for GUNDAM fan (and there are a lot of them), but will probably stray into other character-oriented mecha shows like AURA BATTLER DUNBINE, HEAVY METAL L-GAIN, ORGUSS, SPT LAYNER, etc. on occasion.

COPY COUNT: probably 25 FREQUENCY: Bi-monthly
PUBLICATION POLICY: RULES MINAC: 1 page every issue

OE: Randall S. Stukey

4122 Tallulah, San Antonio, TX 78218-3452

COMMENTS: The first issue is planned for late spring or early summer. As popular as the GUNDAM series and features are in the C/FO, I expect this apa to fill up fast. An effort will be made to avoid having its due date fall at the exact same time as other major anime apas.

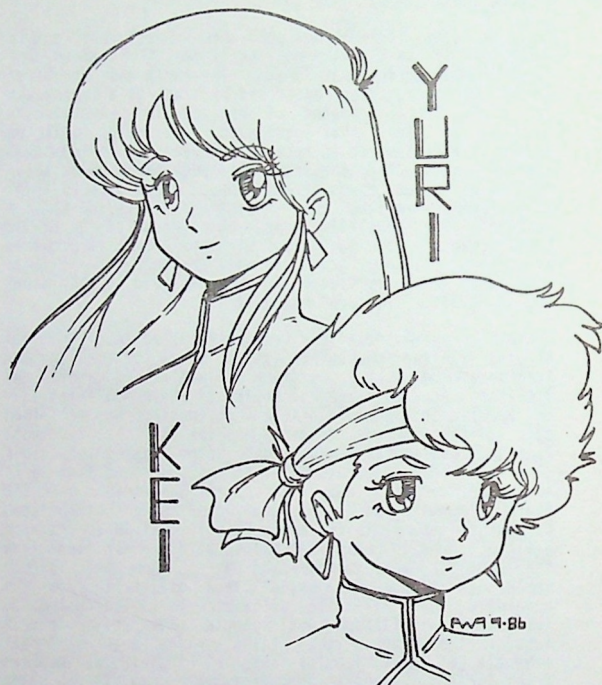
U.S.A. YATSURA

This is a new apa devoted to URUSEI YATSURA (and other series and features by Rumiko Takahashi), DIRTY PAIR, and PROJECT A-KO. Its second issue should be out about the time this bulletin goes to press.

COPY COUNT: 13 FREQUENCY: Bi-monthly
PUBLICATION POLICY: RULES MINAC: 1 page every issue
OE: Aaron Reed

23 Mystic Str, Brockton, MA 02402-2825

COMMENTS: U.S.A. YATSURA is off to a slow start and I can't for the life of me see why. URUSEI YATSURA and DIRTY PAIR are two of the most popular shows with C/FO members!



FEATURED ARTISTS:

Rich Arnold	(p 8, 22)
Mark Barnard	(p 19, back cover)
Ted Blasingame	(p 15, 20)
Pat Munson-Siter	(p 9, 11, 17, 18)
Stephen Sandoval	(front cover)
Lory White	(p 16)

Yes, we need your art! However, except for covers (please query first on covers), your original should be NO LARGER than 4 by 8 inches so that we can reduce it to size with a maximum of two reductions! Larger artwork will not be automatically rejected, but will stand a smaller chance of being used.

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What local C/FO chapters are you a participant/member of and what offices (if any) do you hold therein?

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OTHER (NON-ANIME) SF/F INTERESTS: 1) _____ 3) _____ 5) _____

2) _____ 4) _____ 6) _____

Circle any that apply: WRITER ARTIST TRANSLATOR MODELER GAMER OTHER: _____ OTHER: _____

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FANZINE/APA INFORMATION: If you produce/edit/collate a NOT-FOR-PROFIT anime-related fanzine, newsletter, apa, or similar publication and which to have it listed in the next C/FO DIRECTORY OF ANIME PUBLICATIONS, please include the following information.

Publication Title: _____ Publication Frequency: _____

Publication Type: Apa Fanzine/Newsletter Other: _____ Print Method: _____ Size: _____

Subscription Price: \$ _____ per _____ Sample Copy Price: \$ _____

Main Interests: _____

Special Notes: _____

Editorial Name & Address: _____

